



# The Game book

## 64 Fabulous Games Included

Alleykat • Anarchy • Attack of the Mutant Camels • Avenger • Battle Valley • Bear Bover • Boulder Dash • Bounder  
• California Games • Chips Challenge • Confuzion • Cosmic Causeway • Cyberdyne Warrior • Cybernoid II •  
Deflektor • Destroyer • Everyone's a Wally • Firelord • Gateway to Apshai • Gribbly's Day Out • Gridrunner •  
Heartland • Herobotix • Highway Encounter • Hovver Bover • Impossible Mission • Impossible Mission II • IO •  
Iridis Alpha • Jumpman • Mega Apocalypse • Mission AD • Monty Mole • Monty on the Run • Nebulus / Tower  
Toppler • Netherworld • Nodes of Yesod • Paradroid • Pitstop II • Planet of Death • Psychodelia • Ranarama • Robin  
of the Wood • Silicon Warrior • Skate Crazy • Speedball 2 • Spindizzy • Steel • Street Sports Baseball • Street Sports  
Basketball • Summer Games I & II • Super Cycle • Sword of Fargoal • Temple of Apshai Trilogy • The Arc of Yesod •  
Thing Bounces Back • Thing on a Spring • Trailblazer • Uridium • Who Dares Wins II • Winter Games • World Games  
• Zynaps

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# ADRENALIN



COMMODORE

HEWSON



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↘	Fire
●○○○	One/Two Players
○●○○	One/Two Joysticks

# Zynaps

Fly your scorpion fighter and blast your pulse lasers through wave after wave of alien ships. To activate your additional equipment (speedup, firepower, bombs, missiles, seekers) collect enough fuel to highlight the equipment, then push and hold FIRE and collect one more fuel canister. Reach the alien stronghold and destroy it.

# Scenario

*The game begins with our hero escaping in a Scorpion fighter from an alien space station out into deep space. Battle continues through asteroid storms to a nearby planet from where, equipped with weaponry and hyperspace units taken from destroyed alien craft, he sets out in search of the secret alien stronghold.*

*After many terrifying battles fought throughout the solar system our hero discovers the location of the alien base and the final conflict can begin.....*

# Playing the Game

Zynaps is a shoot 'em up set in an alien infested planetary system.



The Scorpion Attack Fighter

The MK1 Scorpion is supplied with a wide range of sophisticated equipment and weaponry followed by an internally mounted fuel scoop.

Name	Type	Details
Main Drive	Propulsion	The main drive units can be operated at four power levels ranging from low power for delicate control in tight spaces, to a maximum setting for high speed combat in deep space
Pulse Lasers	Weapon	Idea for heavy duty alien blasting. These wing mounted lasers also have four power settings
Plasma Bombs	Weapon	Two independent bomb throwers provide awesome destructive power against ground-based targets
Homing Missiles	Weapon	These self-propelled missiles carry scaled down planet bursting warheads and, once locked onto target, will destroy almost any large alien craft
Seeker Missiles	Weapon	The ultimate intelligent weaponry. Seeker missiles carry automatic target acquisition circuitry designed to lock onto any target they are able to destroy

The Fuel Scoop

This provides the power to activate the Scorpion’s main systems. To activate a piece of equipment (weapons, propulsion etc) collect sufficient fuel to highlight the desired equipment in the WEAPONRY ACTIVATION INDICATOR, then collect one more piece of fuel with the scoop in ACTIVATION mode.

To go into activation mode, hold down the **FIRE** button until the ship changes from blue to flashing grey and keep it depressed when picking up the fuel. The new equipment will be activated, or its power setting increased and the indicator reset to position one - Speedup.

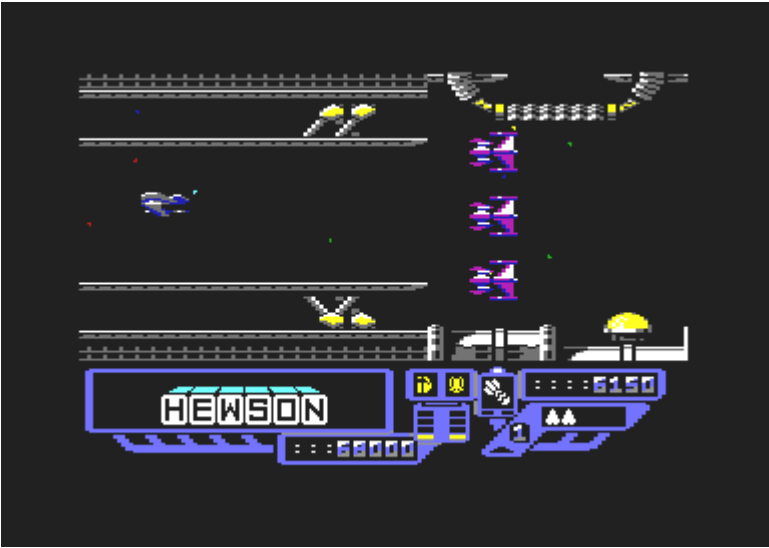
The WEAPONRY ACTIVATION INDICATOR displays, in order:

Equipment Description

SPEEDUP	Increase speed
FIREPOWER	Increase laser power
BOMBS	Activate bomb thrower
MISSILES	Enable missile targetting

The Opposition

The opposition in Zynaps comes in five dangerous varieties:



Type	Description
Spacecraft	Small flying craft can usually be destroyed with one hit from a laser, bomb or seeker missile. Homing missiles cannot lock on
Ground Installations	Dangerous planet-bound defence installations require multiple laser hits or a single bomb or seeker missile to destroy them
Alien Command Ships	Large flying craft, heavily armed and well protected. These can be destroyed with multiple laser hits or homing missiles
Mother Ships	Giant aliens - like the command ships only more so!
Natural Hazards	These consist largely of asteroids and other flying debris - keep well clear!
WARNING	Alien craft are known to be well armed with a variety of missiles, homing missiles and mines!
SCORING	Points are awarded for blasting individual aliens and special bonuses for destroying complete formations or more dangerous aliens. Bonus lives are awarded at 10,000 points and every 20,000 thereafter

Controls

During the title sequence:



Key Action

F1 One or two player game  
F3 One or two joysticks (only for two player game)  
Use a joystick for up, down, left, right and fire.

During play the **FIRE** button fires weapons or when held down activates the fuel scoop. Some weapons require the **FIRE** button to be held down before they will fire.



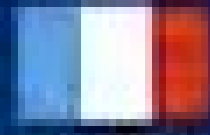
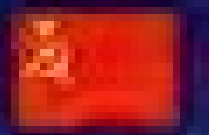
Credits

PROGRAMMER: John Cumming  
DESIGN: Dominic Robinson, John Cumming  
MUSICIAN: Nigel Grieve

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EPYX



# WORLD GAMES





# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Confirm Choice
↙ ↘	Fire

# World Games

Travel the globe to compete in eight glamorous and unusual sports. Ski the slalom course at Chamonix, toss a caber in the hills of Scotland, skate and jump over barrels in Germany, pump iron in the Soviet Union, compete with 400-pound sumo wrestlers in Japan, dive off cliffs in Acapulco, keep balance on logs in Canada and ride bulls in the United States of America.

# Scenario



**Look out, world. Here we come!**

You're about to travel the globe with EPYX to compete in eight of the world's most glamorous and unusual sports. From Europe to the Far East, you'll be ocean-hopping to the sites where daring divers sail from rocky cliffs and giants of men match raw power in the sumo ring.

You're going to be on their home turf. But it doesn't matter. You'll wipe them out.

**"Excuse-moi. Wheech way to ze Slalom?"**

To become the WORLD GAMES champion, you'll ski the Slalom course at Chamonix. Toss an enormous caber in the hills of Scotland. Fly over the ice to jump barrels in Germany. And pump heavy iron in the Soviet Union.

In Japan, you'll go stomach to stomach with a 400-pound sumo wrestler. In Mexico, you'll leap from the treacherous cliffs of Acapulco and in Canada you'll fight for your balance against log-rolling lumberjacks. And, in the States you'll ride the meanest, orneriest bull in the Wild West.

The brand new challenge of eight international events. The glamour of visiting exotic locales. World-class competition reaches new heights of drama, colour and excitement in the latest athletic challenge from EPYX.

In any language, you're about to experience the thrills of WORLD GAMES. Bonne chance!

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# Playing the Game

WORLD GAMES challenges your competitive skills with a series of athletic contests for one to eight players. The lineup of eight realistic and colourful events takes you on a journey around the world:

**RUSSIA** - Weightlifting **GERMANY** - Barrel Jumping **MEXICO** - Cliff Diving **FRANCE** - Slalom Skiing **CANADA** - Log Rolling **UNITED STATES** - Bull Riding **SCOTLAND** - Caber Toss **JAPAN** - Sumo Wrestling

Practice each event first to sharpen your skills. Then choose your options for competition and let the Games begin. You may represent any of 18 countries as you compete in the events. WORLD GAMES judges each event, keeps score and awards medals to the winners. The winner gets the gold, a second place finish earns the silver and the third finisher receives the bronze medal.

If you break a “World Record,” WORLD GAMES will save your name and display it on a special World Records screen.

Plug in your best joystick. This is the game you’ve been waiting for. The new thrills of WORLD GAMES are about to begin!

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## STARTING PLAY

When the WORLD GAMES title screen appears, press the **FIRE** button on your joystick to load the menu screen. The WORLD GAMES menu offers a choice of seven options for practising and competing in the events.

To make a selection, use your joystick to move the cursor to one of the options and press the **FIRE** button. You may also select an option by typing the corresponding numbered key.

**\*\* OPTION 1: Compete in All The Events \*\***

Compete in all eight events: Weight Lifting, Barrel Jumping, Cliff Diving, Slalom Skiing, Log Rolling, Bull Riding, Caber Toss and Sumo Wrestling. The computer tallies the number of medals awarded to each player as you compete.

- To enter your name, type your name on the keyboard and press RETURN (or press the **TR** button on THEC64 Joystick).

Note that you can simply press RETURN to return to the menu without entering name (or just press the **TR** button on THEC64 Joystick).

- To choose your country, use the joystick to move the cursor to the flag of your choice, then press the **FIRE** button to make the selection.
- Repeat the name and country selection for each additional player (up to eight). When all players’ names and countries are entered, press RETURN (or press the **TR** button on THEC64 Joystick).
- A verification screen appears. If all names and countries are correct, select YES with the joystick and press the **FIRE** button. If you need to make any changes, select NO with the joystick. Alternatively, you can also type Y or N to select.

### OPTION 2: Compete in Some Events

Similar to OPTION 1, but you compete only in the events you select.

- Use the joystick to choose the event, then press the **FIRE** button or type the event number.
- The events you select will be displayed in white.
- When you are finished selecting the events, move the cursor to the word DONE and press the **FIRE** button.

### OPTION 3: Compete in One Event

Similar to OPTIONS 1 and 2, but you compete only in the event you select.

- Use the joystick to choose the event, then press the **FIRE** button or type the event number.

### OPTION 4: Practice One Event

- Use the joystick to choose the event, then press the **FIRE** button or type the event number.

**NOTE:** No scoring records are kept during practice rounds.

### OPTION 5: Number of Joysticks

For **one player**, use the currently connected joystick and select **1**. For **two or more players**, plug another joystick in and select **2**.

- Select 1 or 2 by pressing the **FIRE** button or you can also type the number.

### OPTION 6: See World Records



Displays the highest score recorded in all events, with the name and country of the player who achieved each world record.

- Press the **FIRE** button to return to the menu.

**OPTION 7: Include Travelogue**

Displays the location and description of each event before you compete.

- Press the FIRE BUTTON to select NO if you don't want to see the descriptions. Select YES if you would like to read them before each event.

# THE GAMES

## Weightlifting



The scene for this event is Russia, home of the best Olympic weightlifters in the world. The Soviets have ruled the “Iron Game” since 1960, when 360-pound giant Leonid Zhabotinsky squashed his competition by hoisting 1262 points in three lifts. Weightlifting is more than a test of strength, it is also a sport of strategy and style. The “snatch” and “clean and jerk” require timing, skill, and determination.

- In *practice rounds*, select the type of lift by moving the joystick **UP**/forward or **DOWN**/backward. Press the **FIRE** button to continue.
- In *competition*, you must complete the “snatch” before competing in the “clean and jerk”.
- To select the weight, move the joystick **LEFT** or **RIGHT**. Press the **FIRE** button to continue.
- If no lifter wants to increase the weight after a successful round of lifts, the judges raise the weight 5 kg.
- Press the **FIRE** button to begin the lift.
- A total of three attempts at each type of lift are allowed for each player in the weight lifting competition.

**The Snatch:**

Several **UP** and **DOWN** joystick movements are necessary to complete a successful Snatch, and each must be made at the right moment.

- To bend down and grasp the bar, pull the joystick **DOWN**/backward.
- To begin lifting the bar, push the joystick **UP**/forward.
- During the lift, pull the joystick **DOWN**/backward to drop underneath the bar and “snatch” it over your head.
- To stand up from the squatting position, push the joystick **UP**/forward.
- When two or more judges’ lights in front of the platform turn WHITE, pull the joystick **DOWN**/backward to lower the weights back down to the floor.

**The Clean and Jerk:**

A successful lift is even harder in the Clean and Jerk, extra up and down movements are required, timing is more critical, and you’ll need to rest to “gather your strength” momentarily before each part of the lift.

- To grasp the bar, pull the joystick **DOWN**/backward.
- To begin lifting the bar, push the joystick **UP**/forward.
- During the lift, pull the joystick **DOWN**/backward to “clean” the bar and drop into a squat with the bar resting on your chest.

- To stand up from the squatting position, push the joystick **UP**/forward.
- To “jerk” the bar above your head, pull the joystick **DOWN**/backward again.
- To straighten your legs and complete the lift, push the joystick **UP**/forward one more time.
- When two or more judges’ lights in front of the platform turn WHITE, pull the joystick **DOWN**/backward to lower the weights to the floor.

#### SCORING:

The winner is the lifter who successfully lifts the greatest weight. At least two of the judges must give white success lights for a lift to be considered successful. The judges vote on the accuracy of your timing. Two “hesitant” white votes mean your timing was poor. Three quick white votes mean your timing was perfect.

#### TIMING:

As the weight increases, timing becomes more critical. The right moment to clean the bar to your chest is easy to judge at lower weights, but extremely difficult as the Clean and Jerk approaches 200 kg. After you clean the bar, wait the right amount of time to gather your strength for the final lift. Too short and the lifter isn’t ready, too long and his strength gives out. The key to learning the timing is practice. Practice, practice, practice.

#### STRATEGY:

The key to strategy in weightlifting is knowing when to increase the weight, and how much to increase it. Know your limits and those of your opponents. A sudden 50 kg. increase may knock your opponents out of the competition, but make sure you can lift the weight before you take the gamble!

## Barrel Jumping



Barrel jumping takes you to Germany, where skaters compete to jump over the most barrels in a single attempt. The sport started about 300 years ago in Europe where ice skating was a common form of transportation. In their dash before take-off, jumpers hit speeds about 40 m.p.h., risking painful bruises if they fail to clear the last barrel. However, barrel jumpers keep protective gear to a minimum for lighter weight and longer leaps.

- To choose the number of barrels to jump, move and hold the joystick **LEFT** or **RIGHT**. Press the **FIRE** button to continue.
- Your skater appears on the ice ready to start. Press the **FIRE** button to begin skating.
- To move the skater’s legs, move the joystick **LEFT** and **RIGHT**, alternating in rhythm with the movement of his legs.
- To skate faster, maintain your joystick movements in rhythm with his legs.
- To jump, press the **FIRE** button. The flag indicator on the ice shows a good take-off point for most jumps.
- To prepare for landing, pull the joystick **DOWN**/backwards.
- Each player is allowed three attempts.

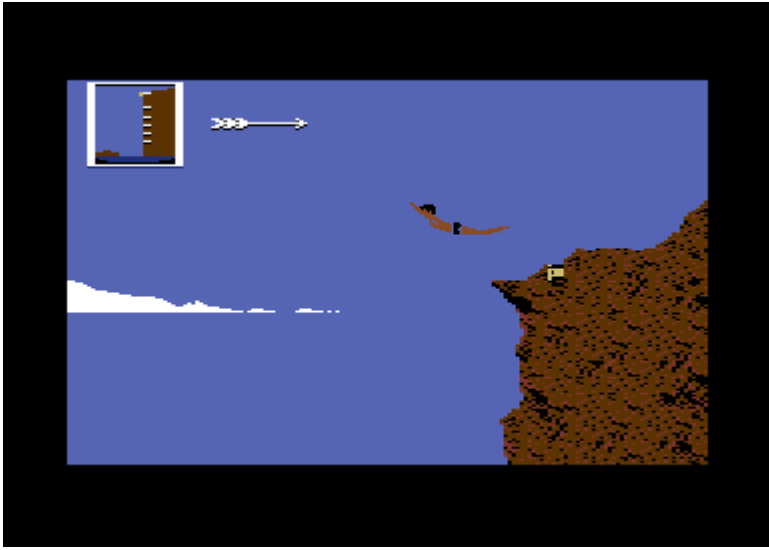
#### SCORING:

The winner is the skater who clears the greatest number of barrels in one of their attempts with a successful landing.

#### STRATEGY:

Build up as much speed as possible before jumping. The length of the jump depends on the speed at take-off. The timing of the jump is also important. If you jump too soon, you may not clear the last barrel, but if you jump too late, you may crash into the first barrel.

# Cliff Diving



The cliffs of sunny Acapulco, Mexico, provide the setting for this dangerous sport. High on a cliff named La Quebrada (“the break in the rocks”), courageous divers launch themselves from a craggy ledge toward the crashing surf far below. To avoid the rocks at the cliff base, divers have to jump outward 27 feet during their 118-foot descent.

- To select the height of your dive, push the joystick **UP**/forward or pull **DOWN**/backward. Press the **FIRE** button to prepare for the dive.
- Your diver will appear on the ledge you selected. Press the **FIRE** button to start the dive.
- To arch your back during the dive, push the joystick **UP**/forward.
- Before you enter the water, pull the joystick **DOWN**/backward to straighten out and complete the swan dive.
- To avoid hitting the bottom surface under the water, move the joystick **LEFT** immediately after entering the water.
- Each player is allowed three attempts.

## SCORING:

Each diver is scored on the style and height of his dive. Smoothly executed swan dives score the highest style points. The highest scores are obtained with perfect swan dives from the highest ledges on “La Quebrada”, while barely missing the rocks at the foot of the cliff.

## WIND:

The wind velocity for each dive is indicated by the length of the arrow at the top of the screen. The stronger the wind, the longer you must keep your diver’s back arched to avoid the rocks.

## STRATEGY:

The depth of the water varies as waves go in and out. Try to time your dive in order to enter the water at its maximum depth. To achieve a better score, try to barely miss hitting the rocks near the foot of the cliff by arching your back as long as necessary during the dive. Also remember, that holding the joystick **LEFT**, **RIGHT**, **UP**/forward, or **DOWN**/backward at the time of your leap adds extra velocity in that direction.

# Slalom Skiing



The setting for this event is Chamonix, France. Skiing originated in Norway thousands of years ago. Ski racing dates from the earliest days of skiing in Norway, and modern slalom racing probably evolved from old traditional Nordic obstacle races. Slalom courses are designed as a test of reflexes, agility, precision and control. Of course, speed is vital, but skiers rarely exceed 25 mph in the slalom.

- To start skiing down the course, press the **FIRE** button.

- Control your skier's turns by moving the joystick **LEFT** or **RIGHT** to turn in that direction.
- Press and hold the **FIRE** button as you move the joystick to increase your speed and turning sensitivity (how sharp you turn).
- Complete the course by passing through each gate. A gate is two flags of the same colour, you must pass between each pair of flags.
- The gates alternate colours, so you must ski between blue flags, then red flags. Missing a gate adds a five second penalty.

#### SCORING:

The winner is the skier who successfully completes the course with the fastest time. You will be disqualified if you fail. If you collide with a gate head-on, you'll "wipe out".

#### STRATEGY:

Sharp turns slow you down. Try to use moderate turns as often as you can, timing each turn to position yourself for the next gate. As you pass through one gate, you should be setting up your approach for the next gate down the hill.

## Log Rolling



Log rolling brings a visit to Canada, where two lumberjacks try to dislodge each other from a large floating log, spinning back and forth until one contestant plunges into the icy river. (Splash). Needless to say, log rolling requires great balance and agility. Log rolling began in Canadian lumber camps around 1840. The novice lumberjack always gets the same piece of advice: "Never take your eyes off your opponent's feet".

- You may compete against another person or the computer.
- When "PRESS YOUR BUTTON" appears on either half of the screen, the player whose name appears on that half must press the joystick **FIRE** button. The next player does the same. This begins the event.
- To move the lumberjack's legs, move the joystick continuously **LEFT** or **RIGHT**. Stay in rhythm with the log or you may lose your balance.
- To slow the rolling of the log from forward or backward, and change its direction, press the FIRE BUTTON while running.
- Each player gets three attempts.

#### SCORING:

The winner is the last lumberjack to remain on the log. A scoring bonus is awarded to the winner based on the balance of the two contestants. A balance meter is displayed at the bottom of the screen. You score points whenever your balance is better than your opponent's. Scoring also depends on the length of the event; if you take too long to finish off your opponent, you'll receive a lower score.

#### BALANCE:

Establish a rhythm with your lumberjack's legs; if you don't build speed at the correct rate he may lose his balance. The computer keeps balance meters (shown at the bottom of the screen) for both players. When a lumberjack is off-balance, his arms extend to help him recover.

#### STRATEGY:

Make your opponent lose his balance by stopping the log, then changing the direction of the log's rotation quickly back and forth. Finish off your opponent by rolling the log rapidly in the direction that will cause him to fall off.



# Bull Riding



Bull Riding is the most dangerous event in rodeo, a sport born over 100 years ago in the American West when cowboys challenged each other to contests of riding and roping for entertainment. The rider sits bareback on a wild bull weighing two-thousand pounds or more, and holds onto a rope to avoid being thrown. When a rider falls in real competition, rodeo clowns draw the bull’s attention so the cowboy can escape.

- To choose which bull you want to ride, move the joystick **UP**/forward or **DOWN**/backwards. The bulls are named (from easiest to hardest) Ferdinand, Elmer, Bob, Tornado, and Earthquake.
- Press the **FIRE** button to start the event.
- To respond to the bull’s movements, hold the joystick as follows:
  - **BUCK:** If the bull is bucking, hold the joystick **LEFT** or **RIGHT**, in the direction that the bull is moving.
  - **SPIN:** Pull the joystick **DOWN**/backwards to stay on the bull when it is spinning around.
  - **HALT:** Hold the joystick **LEFT** or **RIGHT** in the opposite direction that the bull is moving (ie. if the bull faces left move the joystick **RIGHT**).

## SCORING:

Scoring is based on style and length of the ride. The length of a ride is eight seconds. Riding harder bulls is worth more points. For the highest scores, ride Earthquake...if you dare.

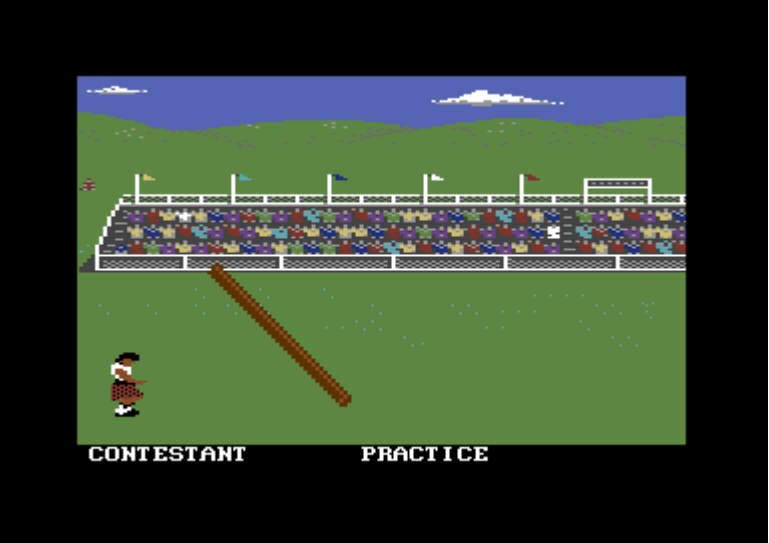
## STRATEGY:

Try to anticipate the bull’s moves correctly. Quick response to each move is the key to finishing a ride. The practice mode allows another player to control the bull’s actions. Use this to develop a fast response to all of the moves a bull can make.

Controlling the bull with the joystick in practice mode:

- **FORWARD:** 360 degree spin. The bull makes a full circle.
- **FORWARD WITH FIRE BUTTON PRESSED:** 540 degree spin. The bull spins through a circle and a half.
- **CENTRE JOYSTICK:** The bull bucks and runs.
- **BACK:** The bull halts suddenly. Guaranteed to throw the toughest hombre.

# Caber Toss



The heather-splashed hills of Scotland are the birthplace of the ancient Caber toss. In this famous event from the Scottish Highland Games, athletes lift and throw a tree trunk the size of a small telephone pole. Cabers vary in size, but once tossed successfully they can never be shortened. The Braemar caber, one of Scotland’s greatest challenges, is 19 feet long and weighs more than 120 pounds.

- To run with the caber, move the joystick **LEFT** and **RIGHT** in rhythm with the athlete’s feet. To gain speed, increase the tempo of the rhythm smoothly.
- To plant your feet and throw the caber, press and hold the **FIRE** button.
- As the caber pivots in your hands, release the **FIRE** button to complete the throw. If you release too soon or too late, the caber may not flip correctly.

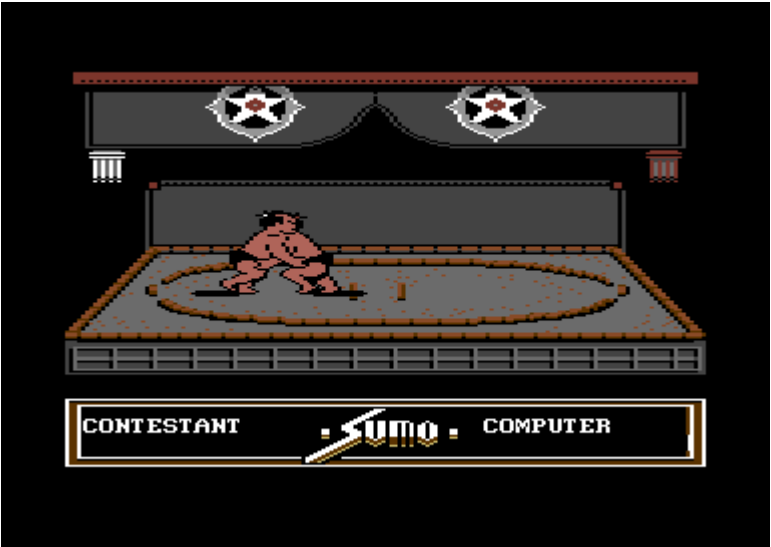
**SCORING:**

The caber must flip over completely for a legal toss. The toss that travels the farthest distance wins the event.

**STRATEGY:**

The secret to the longest throws is building up your speed before the toss, while conserving as much energy as possible. The player who learns how to reach top speed the fastest will usually win the event. Be careful not to run any farther than necessary to build up your speed, long runs with the heavy caber will only sap your strength.

Sumo Wrestling



Sumo is an ancient Japanese sport with many traditions. Two huge wrestlers grapple in a clay-surfaced ring, trying to topple each other to the ground or push each other out of the ring. In one part of the elaborate pre-match ceremonies, the contestants throw salt to purify the ring. Japanese boys must weigh 160 pounds at the age 13 to enter sumo apprenticeship, and today’s professional sumo wrestlers often weigh 400 pounds.

- Press the **FIRE** button to begin the event and go into the crouch.
- Control your wrestler by *repeatedly* moving the joystick as indicated for the following wrestling moves:

Joystick Direction	Fire	Move
N	NO FIRE	FOREARM
E	NO FIRE	FORWARD PUSH
SE	NO FIRE	FORWARD SLAP
S	NO FIRE	SLAP
SW	NO FIRE	BACKWARD SLAP
W	NO FIRE	BACKWARD PUSH

- Press and hold the **FIRE** button to attempt to grasp your opponent’s belt. Then perform one of the following moves by repeatedly moving the joystick in the direction indicated, while still holding the button down:

Joystick Direction	Fire	Move
N	FIRE	UTCHARI
E	FIRE	FORWARD GRAB
SE	FIRE	TRIP RIGHT
S	FIRE	SNATCH
SW	FIRE	TRIP LEFT
W	FIRE	BACKWARD PULL

**Note:** The tables shown above are for the wrestler on the **left** side of the ring. if your wrestler is on the **right** side, all directions are flipped according to the direction he is facing (i.e. a **FORWARD GRAB** or **FORWARD PUSH** would be a joystick movement to the **LEFT** or W)

- The computer maintains stamina and balance factors for each wrestler.
- Release the **FIRE** button to let go of your opponent's belt.
- The first wrestler to leave the ring or touch the ground with any part of his body but the feet loses the match.

### SCORING:

Scoring is based on reaction time, both yours and that of your opponent. The player who can execute moves the quickest will get the highest scores. If you throw your opponent to the ground or push him out of the ring, you'll receive enough points to win the match. The shorter the match, the higher your score.

### STRATEGY:

Timing is important to success in the sumo ring. When you perform a move with the **FIRE** button pressed, be sure to release the button at the proper time to complete the move successfully. You can learn the timing through practice. Also keep in mind that the Utchari is a good strategic move. Try using it when you're about to be pushed out of the ring.

## WORLD GAMES SCORING

### AWARDS CEREMONY

After every event, the names, countries and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen, and his or her country's national anthem is played.

### CHAMPION CEREMONY

If the players compete in all WORLD GAMES events, a Grand Champion of the games is selected based on the number of points awarded.

#### Medal Points

Gold 5

Silver 3

Bronze 1

The points are totalled after all events have been completed, and the player with the most points is honoured as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event.

### WORLD RECORDS

If a world record is achieved in any event, WORLD GAMES saves the name of the record-breaking player. The records are displayed on the World Records screen. If a new record is set for an event, the previous record is erased and the new information appears in its place.

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## Credits

PROGRAMMER(S): Matt Decker, Joe Simko, Chris Desterling, Douglas D. Dragin,  
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MUSICIAN: Steve Mage

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**EPYX**  
COMPUTER SOFTWARE

*Strategy Games for the Action-Game Player.*

# WINNER GAMES



**COMMODORE**  
**64/128**  
Disk







# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Confirm Choice
↙ ↘	Fire

# Winter Games

Experience eight winter sport events: ski jump, bobsled, figure skating, freestyle skating, hot dog aerials, speed skating and biathlon (skiing and rifle shooting). Practice each event first to sharpen your skills, then choose your name, your country and let the games begin. Try to win gold in every event, second place gets silver and third gets bronze.

# Scenario



*You're an athlete at the Winter Games. You're about to move across snow and ice with as much speed, strength, endurance and grace as you can muster in the blustery cold.*

*You'll match your skills against the top athletes from a hundred countries.*

*Be proud. Today you stand among the elite few whose courage and stamina will be tested by these Winter Games. Listen. A fanfare of trumpets sounds as the WINTER GAMES flag is slowly raised. Thousands of white doves are released, symbolically to fly to the countries of the world with the message of peace-and the news that the Winter Games have begun. This is it - your chance to go for the Gold!*

# Playing the Game

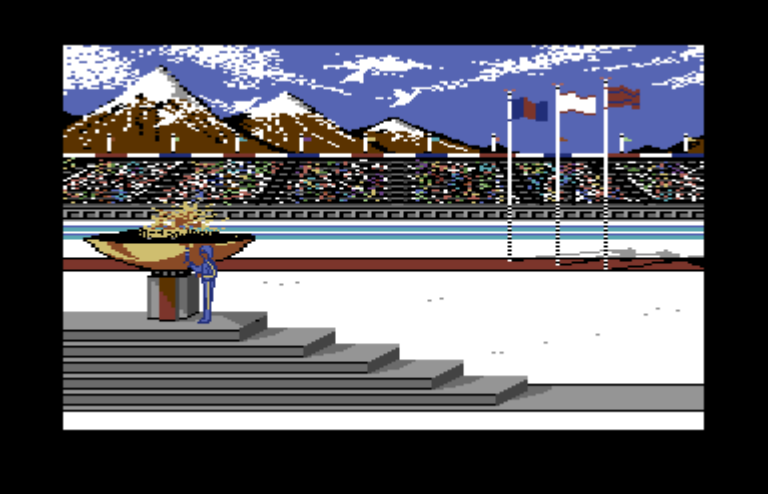
WINTER GAMES challenges your competitive skills with a series of athletic contests for 1 to 8 players. You can compete in seven challenging winter events - Ski Jump, Bobsled, Figure Skating, Freestyle Skating, Hot Dog Aerials, Speed Skating and Biathalon (cross-country skiing and rifle shooting).

Practice each event first to hone your skills. Then choose from the 18 countries you can represent in the competition.

WINTER GAMES provides judges, keeps scores, and awards medals to the winners - the Gold for first, the Silver for second, and the Bronze for third place. If you break a “World Record,” WINTER GAMES will save your name and display it on a special World Records screen.

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## Opening Ceremony



A spectacular opening ceremony welcomes you to WINTER GAMES. An athlete bearing the flaming torch mounts the steps to light the sacred fire that burns night and day throughout the WINTER GAMES. White doves are released over the stadium, to symbolise peace on earth. Let the games begin!

## How to Play

Once the opening ceremony concludes, a menu screen offers you a choice of six options. To make a selection, use your joystick to move the cursor to your choice, then press the **FIRE** button.

### OPTION 1: Compete in all the Events

Compete in all seven events, in this order: *Ski Jump*, *Bobsled*, *Figure Skating*, *Hot Dog Aerials*, *Freestyle Skating*, *Speed Skating*, and *Biathlon*. The computer keeps a running tally of medals awarded to each player.

- To enter your name, type your name on the keyboard and press RETURN (or press **TR** on THEC64 Joystick)
- To choose your country, use the joystick to move the cursor to the flag of your choice, then press the **FIRE** button to select that country
- Repeat name and country selection for each additional player (up to eight). When all players’ names and countries are entered, press RETURN (or press **TR** on THEC64 Joystick)
- A verification screen appears. If all names and countries are correct, select YES with the joystick and press the **FIRE** button, or type Y. To delete names and start again, select NO or type N.

### OPTION 2: Compete in One Event

Similar to OPTION 1, but you only compete in the event you select.

- Use the joystick to choose the event, then press the **FIRE** button (or type the key matching the event number)

### OPTION 3: Practice One Event

No scores are kept during practice rounds.

- Move the joystick to choose the event, then press the FIRE button (or type the key matching the event number)

### OPTION 4: Number of Joysticks

If choosing two or more players, connect an extra joystick and select **2**.

- Select 1 or 2 by pressing the **FIRE** button (or type 1 or 2)

### OPTION 5: See World Records

Displays the highest score recorded in all events, with the name and country of the player who achieved each world record.

- Press the **FIRE** button to return to the menu

### OPTION 6: Opening Ceremonies

Repeats the opening ceremonies.

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# THE GAMES

## Figure Skating



Figure Skating (Short Program) is a one-minute, timed exercise of seven compulsory movements: Camel Spin, Sit Spin, Double Axel Jump, Triple Axel Jump, Double Lutz Jump, Triple Lutz Jump, and Camel into Sit Spin. You can perform the seven movements in any order you choose. It’s the grace and form of your skating that count!

- Press the **FIRE** button to start Figure Skating
- To begin a movement, point the joystick in the direction of the movement you want to make and press the **FIRE** button
- To COMPLETE a movement, centre the joystick and press the **FIRE** button
- To SKATE BACKWARD, centre the joystick and press the **FIRE** button.
- These are the key Figure Skating movements, in their relative joystick positions:

### Joystick Direction Move

NW	CAMEL SPIN
N	DOUBLE LUTZ JUMP
NE	DOUBLE AXEL JUMP
E	SKATE FORWARD
SE	TRIPLE AXEL JUMP
S	SIT SPIN
SW	TRIPLE LUTZ JUMP
W	SKATE BACKWARD
CENTRE	SKATE BACKWARD

### Figure Skating Tips:

**AWKWARD:** A movement will be judged as elegant or awkward, depending on when you press the **FIRE** button. If you’re skating forward and “trigger” a jump when the skater’s legs are in open stride, the jump will be perfect. If the skater’s legs are closed, the jump will be awkward. The opposite is true if you’re skating back wards: trigger the jump when the skater’s legs are closed and the jump will be perfect. Practice makes perfect, so keep trying!

**FORWARD SKATING** performers can do a **Double** or **Triple Axel Jump** or turn around and begin skating backwards. Remember: Be skating forwards when time runs out - if you’re skating backwards you’ll fall down!

**BACKWARD SKATING** athletes can do a **Double** or **Triple Lutz Jump**, a **Camel** or **Sit Spin**, or turn around and begin skating forward.\*\*

When you do **SPINS**, try to make six rotations. If you turn fewer than six times, your exit will be awkward; more than six turns will make you dizzy and you’ll fall.

### Don’t Fall Down!

You’ll fall down if you try to move directly from a jump to a spin, a spin to a jump, a jump to another jump, or a Sit Spin to another Camel Spin. Skate backwards in between movements; skate forwards before you do an Axel Jump.

**Camel into Sit Spin:** You can move directly from a Camel Spin to a Sit Spin - a very elegant combination worth 1.2 points!

### Figure Skating Scores

You begin with a score of **0.0** The best score is **6 points**. All scores are displayed in tenths. And don’t worry - your score can’t go below 0.

After you successfully complete each Figure Skating movement, your score is added like this:

MOVEMENT	POINTS
Camel Spin	.7
Sit Spin	.7

MOVEMENT	POINTS
Double Axel Jump	.6
Triple Axel Jump	1.1
Double Lutz	.6
Triple Lutz	1.1
Camel into Sit Spin	1.2
<b>Total Score</b>	<b>6.0</b>

- Total Score Penalties
  - .7 Point penalty for each fall
  - .2 Point penalty for each awkward movement

## Free Skating

In **Free Skating** competition, you chose the jumps and spins, inventing your own choreography to music. You have two minutes to complete the program.

### Free Skating Scores

In Free Skating, you try to make th ree successful attempts of the seven Figure Skating movements: Camel Spin, Sit Spin, Double and Triple Axel, Double and Triple Lutz and Camel into Sit Spin. The Judges will watch you closely in this event and calculate your maximum score based upon the number of falls and awkward movements in your routine. A smart performer will complete three attempts of as many difficult movements as possible within the two-minute time limit, to get the highest possible score. You begin with 0 points. The Maximum score (ceiling) you can get is 6.0 - no matter how high your total score.

**Note:** If you successfully complete a fourth attempt at a movement the Judges will not credit your score.

### Free Skating Scores

MOVEMENT	POINTS EACH ATTEMPT
Camel Spin	.3
Sit Spin	.3 (1.8 points maximum)
Camel into Sit Spin	.5 (1.5 points maximum)
Double Lutz Jump	.2
Double Axel Jump	.2 (1.2 points maximum)
Triple Axel Jump	.4
Triple Lutz Jump	.4 (2.4 points maximum)
<b>Total</b>	<b>6.9</b> (6.0 Maximum Ceiling)
<b>Total and Maximum Score Penalties</b>	

### PENALTYTOTALMAXIMUM

Fall	-.5	-.2
Awkward	-.2	-.05

**Note:** No penalty for failing to attempt all seven movements.

### EXAMPLE:

You score 6.9 but the Maximum is 6.0.

### PENALTY TOTALMAXIMUM

1 Fall	-.5	-.2
2 Awkwards	-.4	-.1

Your Final Score Total 6.0 - .3 = **5.7**

**CREDITS:** Only the movements completed within the two-minutes are scored.

Movement attempts will be added to your score only if they’re successfully completed .

### Speed Skating





Speed Skaters can move at 30 miles per hour - much faster than athletic track runners. In fact, Speed Skating champions are the fastest self-propelled human beings over level earth!

In Speed Skating, two racers skate side-by-side, in separate lanes, as fast as they can go!

- When “PRESS YOUR BUTTON” appears on either half of the screen, the player whose name appears on that half of the screen must press the joystick **FIRE** button. The next player does the same. This begins the countdown
- When the countdown reaches “GO,” begin skating by moving the joystick to the **LEFT** and **RIGHT** to move your skater’s legs. The trick is to make the skaters legs move back and forth as in real skating
- Continue skating by moving the joystick back and forth in rhythmic strokes to move your racer’s legs. Build you natural skating rhythm faster to get up to speed - and GO FOR IT!
- The skater with the fastest time wins the race
- When the race is over, press the **FIRE** button to begin the next event.

## Hot Dog Aerials



This demonstration sport tests your guts, grace and precision on skis. Strive for a performance of athletic artistry as you flip through the air in a dazzling series of daredevil moves

- Push the **FIRE** button to start a jump
- Push the joystick in one of these six directions to begin a movement:

### Joystick Direction Move

NE	Back Scratch
E	Forward Flip
SE	Swan
SW	Mule Kick
W	Back Flip
NW	Daffy
Centre	Land

- To do one movement after another, move the joystick when the Hot Dog Skier is in mid-air - timing is crucial
- To get out of a move or begin another move push the joystick to the centre (LAND) position
- Hold each movement (except the Flips) until you choose a different move
- Go into the landing position before you hit the ground, or you’ll **Fall**

### Scores

The score is based on both style and difficulty, and is displayed after you land. The maximum is 10 points.

**DIFFICULTY** is judged by the number of different manoeuvres performed in mid-air. Any combination of movements can be mixed together for a total maximum score of 10. Combinations of different movements count for the most points. Points will be deducted for awkward movements. Watch your landing! If you fall, you won’t receive a score.

STUNTS	POINTS
1 Stunt	6.3
1 Flip	7.2
2 Stunts (Same)	8.7
2 Flips (Same)	9.2
2 Stunts (Different)	9.6
1 Stunt and 1 Flip	10.0
2 Flips (Different)	10.0
<ul style="list-style-type: none"> <li>1.4 point penalty for each awkward movement.</li> </ul>	

**CREDITS:** Only the first attempt at each movement completed within the one minute is scored.

## Ski Jump



Every gust of wind chills your body as you look down from the top of the jump tower to the runway far below. The judges and spectators look like insects from this height. GO! Your coiled body lurches forward and suddenly you’re into another world! You crouch down low, in a tucked position, to accumulate as much speed as possible. At the take-off, you leap out, push up, and lean forward, over the edge of your skis, to reduce wind resistance and increase the length of your jump.

- Press the **FIRE** button to begin your approach
- When you reach the takeoff point, press the **FIRE** button
- In the air, watch the upper right-hand corner of the screen for faults. Correct faults quickly to get maximum style points and distance
  - If your knees are **BENT**, move the joystick **UP** to correct
  - If you’re **TOO FAR FORWARD**, move joystick **LEFT**
  - TOO FAR BACK**, move joystick **RIGHT**
  - SKIS CROSSED**, move joystick **DOWN**
- If you don’t correct your faults in time, your Ski Jumper’s wild antics will cause wind resistance and lose style points.

Ski Jump scores are based on distance and form.

DISTANCE: is based on the timing of the takeoff, and the aerodynamics of the Jumper in the air.

STYLE: You’ll get more points if you recover quickly from faults and don’t fall.

### Scores

Your maximum is tallied by multiplying your **DISTANCE** ( x ) 3 ( + )

**STYLE POINTS.** A respectable Ski Jump score would be a flight of 60 meters and 20 style points for a total of 200 points .

## Biathalon



Race over a cross-country track on skis with a .22 calibre rifle slung over your shoulder. You have only a few cartridges to fire at the required targets, so steady your sights and develop an eagle eye before you fire away!

- Press the **FIRE** button to start cross-country skiing
- Move your joystick **LEFT** and **RIGHT** to move your skier’s legs in steady, rhythmic kicks and glides
- On **LEVEL GROUND**, keep up a steady pace by moving your joystick back and forth
- For **UPHILL** terrain, move the joystick faster to increase speed
- **DOWNHILL** stretches go fastest if you use the double-pole technique. Pull the joystick **DOWN** when the skier’s hands are in front, to get the maximum push down the slope
- **SHOOTING**: You are issued **five** cartridges to shoot at five targets, and every miss is a 5-second penalty. The gun must be loaded and the shell ejected after each shot. Pull the joystick **DOWN**/back to open the gun chamber. Push the joystick **UP**/forward to load the shell. Push the **FIRE** button to shoot. Repeat for the next shot. The skier’s heart rate affects your accuracy - so cool down, and take careful aim before you fire!
- The winner or high score is the skier with the fastest total time.

Bobsled



Prepare to careen down a track of solid ice - while you crouch in a precision-built machine of steel and aluminium. You’ll fly around hair-raising turns, then plummet down the bumpy straightaways at speeds exceeding 90 miles per hour!

- Press the **FIRE** button to begin the race
- Move the joystick **LEFT** and **RIGHT** to guide your sled

**HINTS:** Steer hard! To avoid capsizing at the turns, try to anticipate the pull of centrifugal force, and steer hard in the opposite direction.

Watch your speed! The power bar at the bottom of the screen shows how fast you’re going. The faster you go, the harder you have to steer to keep plummeting toward the finish.

Learn the course! An intimate knowledge of the course is important, so you learn the best position to take each corner

The winning bobsled’s score is based upon the fastest time through the tracks.

SCORING

Awards Ceremony

After every event, the names, countries and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen, and his or her country’s national anthem is played.

Champion Ceremony

If players compete in all WINTER GAMES events, a Grand Champion of the games is selected based on the number of points awarded.

Medal Points

- Gold 5
- Silver 3
- Bronze 1

The points are totalled after all events have been completed, and the player with the most points is honoured as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event.

World Records

If a world record is achieved in any event, the name of the record-breaking player is saved by the WINTER GAMES program.

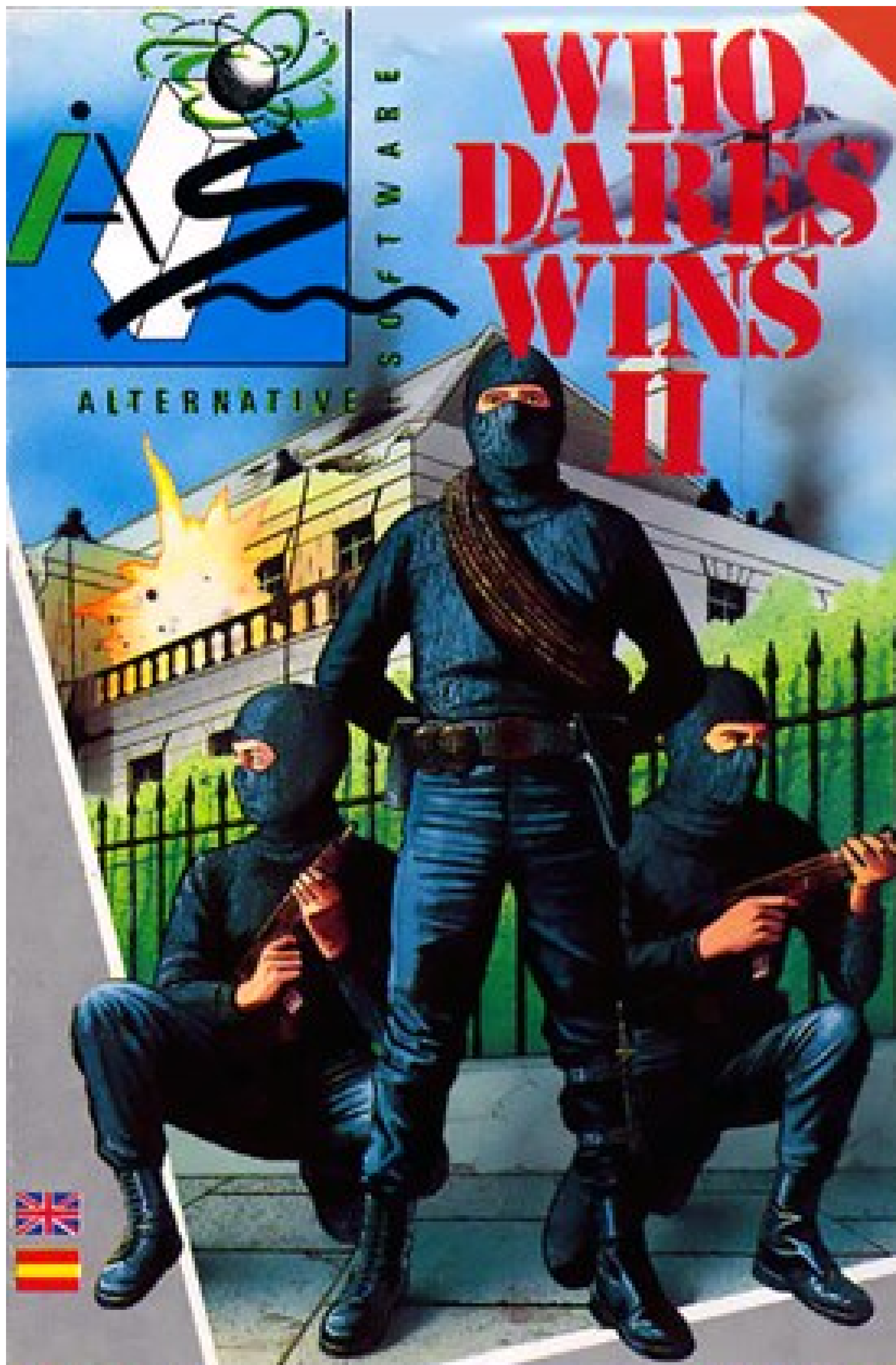
The records are displayed on the World Records screen. If a new record is set for an event, the previous record is erased and the new information appears in its place.

# Credits

DEVELOPER: Action Graphics

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# WHO DARES WINS II









SOFTWARE

ALTERNATIVE



CRM64/128

199 RANGE

Controls	
Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	Fire
 	Fire

## Who Dares Wins II

Armed from the start with an automatic rifle and five grenades, make your way forward to the enemy occupied territory where the opposing battalions are entrenched. Rescue prisoners from your own patriotic forces. Battle through garrisons of the enemy, reclaiming territories as you go. Your grenades replenish from ammunition boxes you find along the way.

### Scenario

*Only the bravest volunteer for the ultimate suicide mission to free lost compatriots held prisoner by the armies of death, the forces of oppression. Only the fearless dare take up a challenge where courage and endurance are as essential as intelligence and skill. Compulsive. Action packed. Step forward, modern hero. You'll never know how good you really are until you've tested yourself on the ultimate mission.*

### Playing the Game



Armed at the outset with an automatic rifle and 5 grenades, make your way forward to the enemy occupied territory where the opposing battalions are entrenched in occupied townships and the surrounding districts. The occupation army has formed itself into garrisons where they hold prisoners from your own patriotic forces. Press onward to the first enemy garrison avoiding enemy snipers and hidden obstacles on the way, until you are confronted by the walled compound from which will pour the defending troops. Kill off this attack and you gain entry to the next sector of the enemy territory in search of the next garrison of prisoners. But beware the terrain has changed, the dangers have altered. And on you must battle, clearing your way to the final garrison in the 8th territory where victory should be yours until you learn that your back up forces have lost their hold on your first conquest. And so you must return to reclaim the territories the enemy have regained but this time you'll find they're wise to your bravery and the encounters will be even more fierce, the dangers even more cunning.

#### Grenades



Your grenades can be replenished from randomly hidden ammunition boxes. If you free a prisoner from execution you earn a high bonus.



Reach the top of the screen to gain valuable high ground.

Features and Obstacles

Everything you’d expect in a combat zone and to alert you to the dangers would disturb the balance of the ‘fighting machine’ that you’ve been trained to become.

Scoring

Action	Points
Save a prisoner	800
Grenade hits a building	250
An extra man is awarded at 10,000, 30,000, 50,000 and every multiple of 20,000 points	



# Credits

PROGRAMMER: Tommy Atkins
MUSICIAN: Tommy Atkins

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# Hyperion

FOR THE COMMODORE  
64 & 128

HEWSON





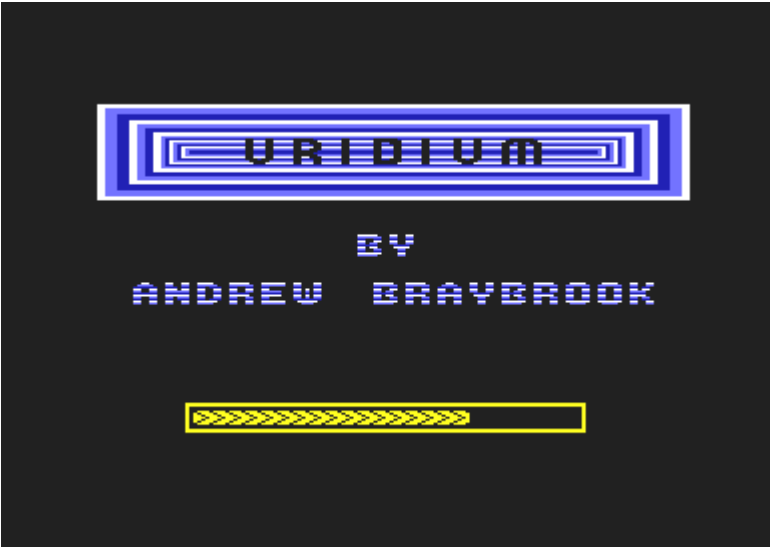
# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↖ ↙	Fire
●○○○	One Player, One Joystick
○●○○	Two Players, One Joystick
○○●○	Two Players, Two Joysticks

# Uridium

Destroy 15 super-dreadnoughts using your manta class space fighter. Attack enemy fighters then neutralize the surface defenses before you land on the master runway. Keep your nerve to select a big bonus score before the counter reaches zero or you select QUIT. Resuming take-off, blast any remaining surface targets as the super-dreadnought vaporizes.

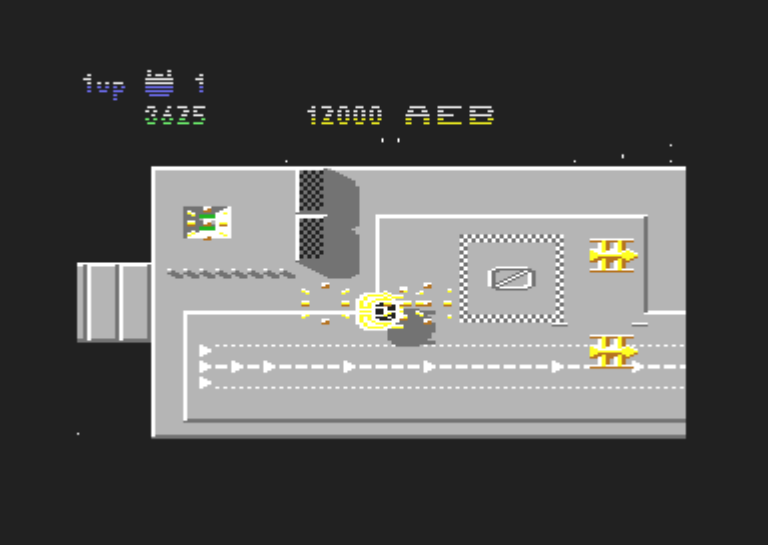
## Scenario



*The solar system is under attack! Enemy Super-Dreadnoughts have been placed in orbit around each of the fifteen planets in this galactic sector. They are draining mineral resources from the planetary cores for use in their interstellar power units. Each Super-Dreadnought seeks out a different metal for its metal convertor.*

*Your Manta class Space Fighter will be transported to each planet in turn and it is your task to destroy each Dreadnought. First you must attack the defensive screen of enemy fighters, then you must neutralise the majority of surface defences before you land on the Super-Dreadnought's master runway. Once on board you must pull as many fuel rods as possible from the metal converters before you take off for a final strafing run as the Dreadnought vapourises into the ether.*

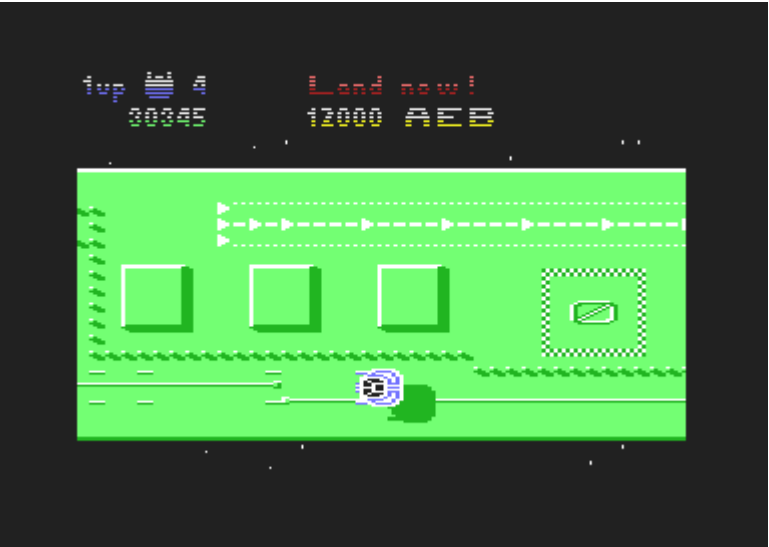
# Playing the Game



Your fighter reverses out of the interplanetary transporter and deploys on a low-level strafing run. You must avoid meteor shields and communications aerials on the Dreadnought’s surface. The fighter defences deploy in waves. A bonus is awarded after landing if all ships in a wave are destroyed. Attack surface features to score bonus points but beware of the homing mines which materialise over flashing generator ports.

## Destroying a Super-Dreadnought

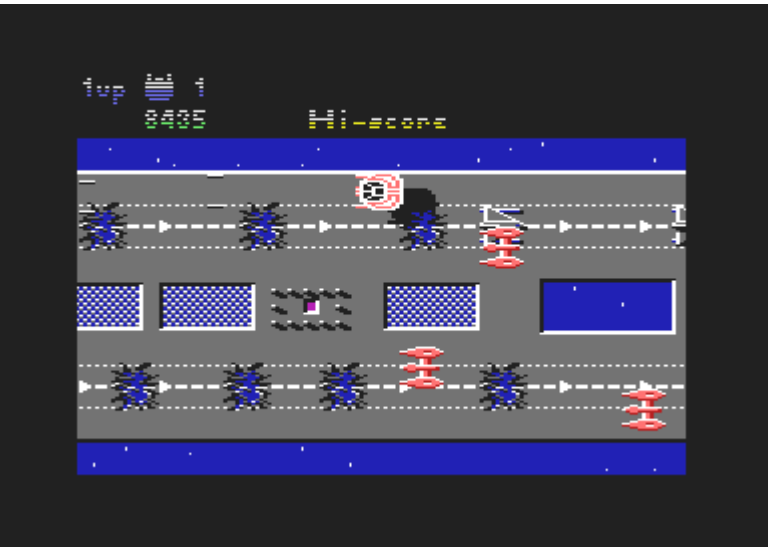
When the “Land Now” message appears move as soon as possible to the right hand end of the Super-Dreadnought and fly flat over the end of the master runway from left to right. You will land and pass into the fuel rod chamber.



Here you must select your bonus or “Quit” by pressing fire at the right moment. You must quit the chamber before the countdown at the top of the screen reaches zero. On take off reverse and strafe any remaining surface targets as the Super-Dreadnought vapourises.

## Your Manta Class Fighter

Joystick **UP/DOWN** sets the position above the Super-Dreadnought, joystick **LEFT/RIGHT** controls acceleration and deceleration. If your velocity falls too low your fighter performs a half-loop followed by a half-roll so as to face in the opposite direction. This manoeuvre also temporarily increases your height above the surface and may be used to avoid incoming missiles and mines. Your Manta performs a 90 degree roll if you press and hold **FIRE** whilst moving the joystick **UP** or **DOWN**. This enables you to manoeuvre through restricted spaces.



## Score Table

Target	Points
Small explodeable surface feature	10
Large explodeable surface feature	25

Target	Points
Enemy ship on runway	100
Enemy fighter	100-1000
Wave annihilation bonus	100 per wave
A bonus Manta is awarded every 10,000 points.	

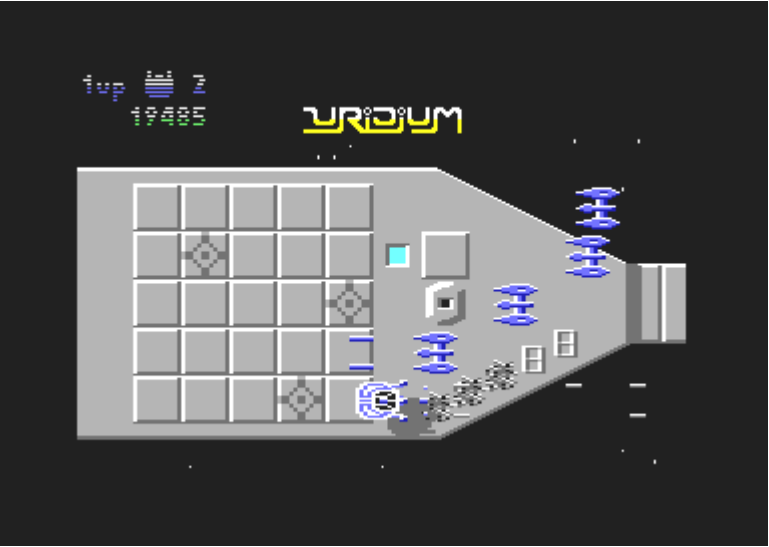


## Game Options

During the titles sequence you may select:

### Key Action

- f1 One player, one joystick, either port
- f2 Two players sharing one joystick, either port
- f3 Two players, two joysticks
- f5 Increase music volume
- f6 Decrease music volume
- f7 Colour mode
- f8 Monochrome mode



During play:

- | Key         | Function                             |
|-------------|--------------------------------------|
| Run/Stop    | Pause or resume game                 |
| Clr/Home    | Abandon game (whilst paused)         |
| <b>FIRE</b> | will also resume (unpause) the game. |

## Technical Data

Fifty cycles per second scrolling to single pixel resolution.

Three voice music and sound effects.

Hardware and software sprites.

## Credits

Uridium designed and programmed by Andrew Braybrook  
Music written and programmed by Steven Turner  
Name created by Robert 'I thought it really existed' Orchard









# Controls

Joystick	Action
UP	Up/Faster
DOWN	Down/Slower
LEFT	Left
RIGHT	Right
○ ●	Fire/Jump
● ○	Fire/Jump
↗ ↘	Fire/Jump
↙ ↚	Fire/Jump

# Trailblazer

Guide the ball down each course as quickly as possible. Each course has different challenges, obstacles and pitfalls. You are limited to seven jumps per course, and each course has a time limit. Any remaining time is added to the next course. It pays to be fast. A bonus game gives some respite, repeating movement patterns to win bonus points.

# Scenario



The object of the game is to guide the ball down each of the 21 different courses as quickly as possible. Each course is different and holds different challenges, obstacles, and pitfalls.

# Playing the Game



There are five different player options presented across the bottom of the screen. To select the one you want, use the joystick to move the highlight to the desired option and press the **FIRE** button. Courses are chosen by highlighting one of the three letters at the far right side of the screen and moving the joystick **UP**/forward or **DOWN**/backward to scroll through the available choices.

## ONE-PLAYER ARCADE



You are limited to seven jumps per course. Each course has a time limit for completion (remaining time carries over to the next course). Try to complete as many of the 21 courses as possible to achieve a high score. You control your racer with the joystick in port 1, and your view is shown in the top half of the screen.

### ###TWO-PLAYER ARCADE

The same rules as in the one-player arcade game, but two players race against each other. Racer number 1 is shown in the top half of the screen, racer number 2 on the bottom. The second player controls the race with a joystick in port 2 or with the keyboard.

## ONE-PLAYER TRIAL

Practice anyone course with a 99-second time limit. The course to be run is indicated by the first of the three letters in the lower right of the screen. Use the joystick to change courses.

## TWO-PLAYER MATCH

Pick three courses and race against another player. There is a 99-second time limit on each player.

## PLAYER v s ROBOT

The same as a two-player match, but you compete against a robot player controlled by the computer.

## Scoring

You receive 10 points for each square traversed (100 points per square while in warp speed), and a bonus for time remaining at completion of each course. You are awarded a bonus game every three levels.

## Bonus Game

The computer will move the ball a number of squares and you must repeat the pattern exactly to win bonus points. Pick a square to move to and then press the **FIRE** button.

### Square Colour Effect

Blue	Bounces you
Purple	Stops you short
Cyan	Reverses your controls
Green	Speeds you up
Red	Slows you down
White	Turns on warp speed in arcade play. Thinks it's a blue square otherwise.
Black Holes	Swallow you up and spit you back out



## Controls

Joystick	Description
UP	Faster
LEFT/RIGHT	Left/Right
DOWN	Slower
FIRE	Jump

## Credits

PROGRAMMER: Shaun Southern
MUSICIAN: Shaun Southern

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# 'THING' BOUNCES BACK



Controls	
Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↖	Fire
●○○○	Quit screen
○○●○	Music on/off

# Things Bounces back

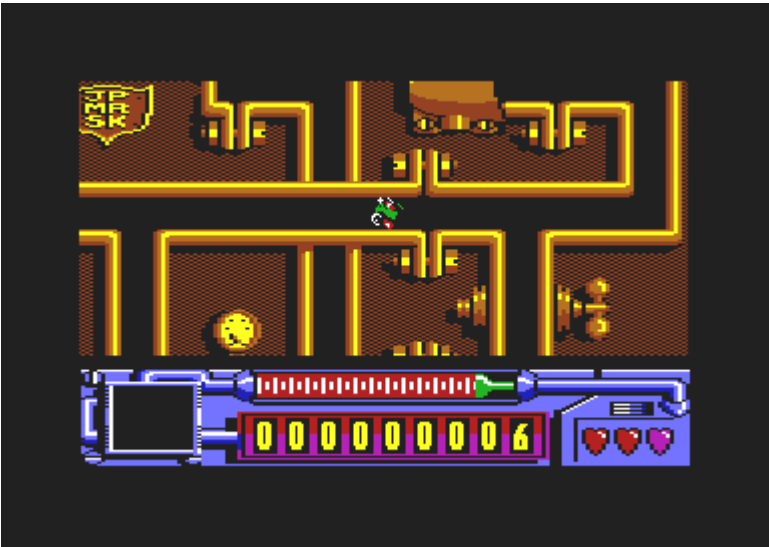
Stop the goblin's computer producing evil toys. Collect parts of a computer program, disk, tape, listing paper and ROM, scattered around the factory. Travel through a maze of underground pipes. Push FIRE to reverse your direction of travel and avoid the aliens.

## Scenario

*Gremlin's springiest star is set to bounce straight back into a new adventure.*

*Having dealt with the evil goblin, THING must take up his second challenge and stop the goblin's computer producing evil toys by collecting parts of a computer program scattered around the factory.*

## Playing the Game

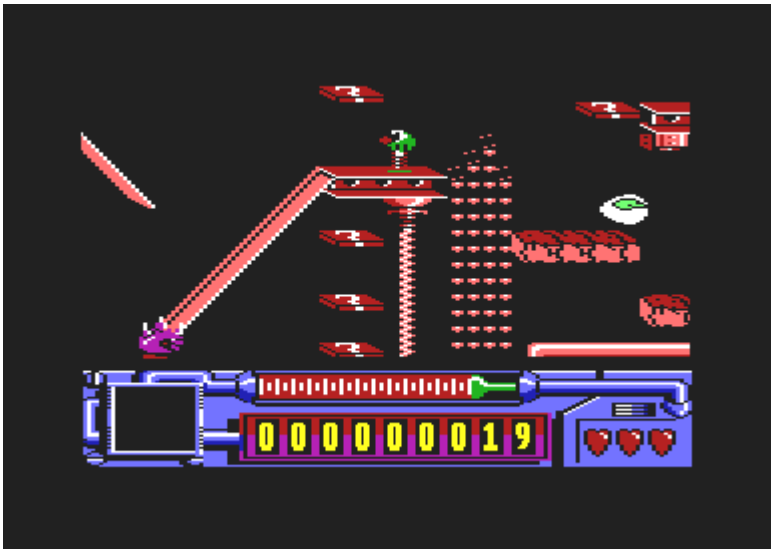


Travel through a maze of underground pipes to any of the 11,8 way scrolling game areas, each the size of 12 normal screens.

You have to collect a Disc, Tape, Listing Paper and a ROM.

Aliens you encounter include Gerald the Gremlin, Hatchet, Leg Less, Stoney, Punky, Blue Meanie, Froglet, Rivlet, Sputnik.





Note: pressing **FIRE** whilst in-pipe reverses directions (if you have enough panics).

# Credits

PROGRAMMER(S): Jason Perkins, Mark Charles Rogers, Chris Kerry, Colin Dooley  
GRAPHICS: Steve Kerry, Marco Duroe  
MUSICIAN: Ben Daglish

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Commodore








64



**Gremlin  
Graphics**



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	Fire
 	Fire
   	Music on/off

# Thing on a Spring

The evil goblin is wreaking havoc, casting spells and banishing treasures to his underground factory. Collect nine pieces of jigsaw to make a clue to defeat him. There are traps, guards and ghouls to avoid. Try and spot the five disguised switches that you need if you are to fully explore the whole complex. All you need to keep going is oil for your spring.

## Scenario

*The evil goblin is wreaking havoc on an unsuspecting world, casting spells and banishing its treasures to his underground factory deep in the bowels of the earth. How can he be stopped? What can we do? Who can do it? There's only one savior - our hero - Thing on a Spring! Complete the magical jigsaw and break his fiendish spell!*

*Our hero has infiltrated the Goblin's factory. He doesn't know what to expect or where to go. All he knows is that there are nine pieces of jigsaw he must collect so that when they're put together, he will have a clue as to how he can kill the evil Goblin.*

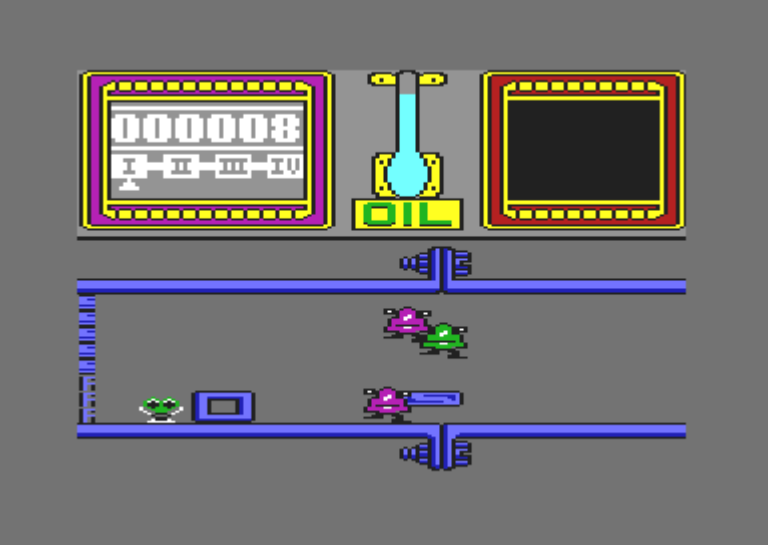
*The Goblin has laid many traps and has forewarned his guards and ghouls that an unwelcome visitor could soon be in their midst. All THING needs to keep going is oil for his spring, which can be found in the factory complex, but beware - as the ghouls and guards are intent on seeing THING seize up and rust!*

*The Goblin has disguised 5 switches which control gadgets that you must use to explore the whole complex and ensure the demise of the Goblin.*

*Good luck!*



# Playing the Game

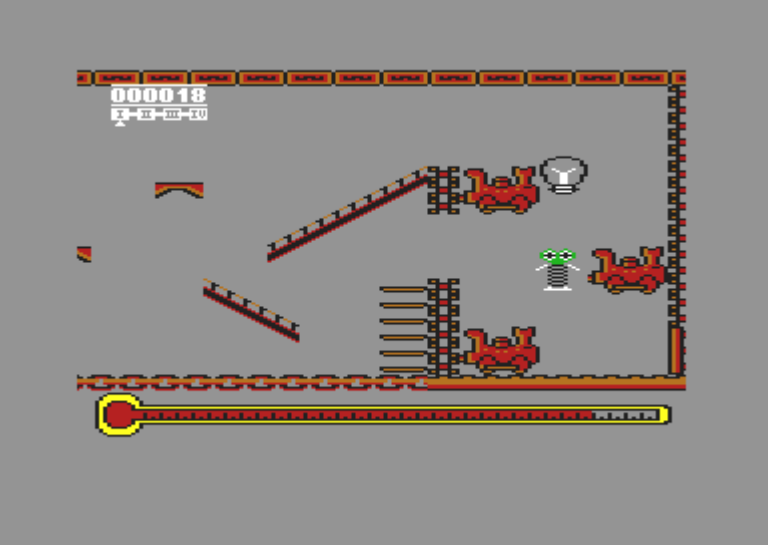


When on Lift screens, press the **FIRE** button to stop the lift. Move **RIGHT** to exit at the next floor.

## Scoring

Action	Points
Collect Jigsaw	400
Oil	100
Switch	200
Kill Goblin	1000

There is also a time-related bonus.



## Credits

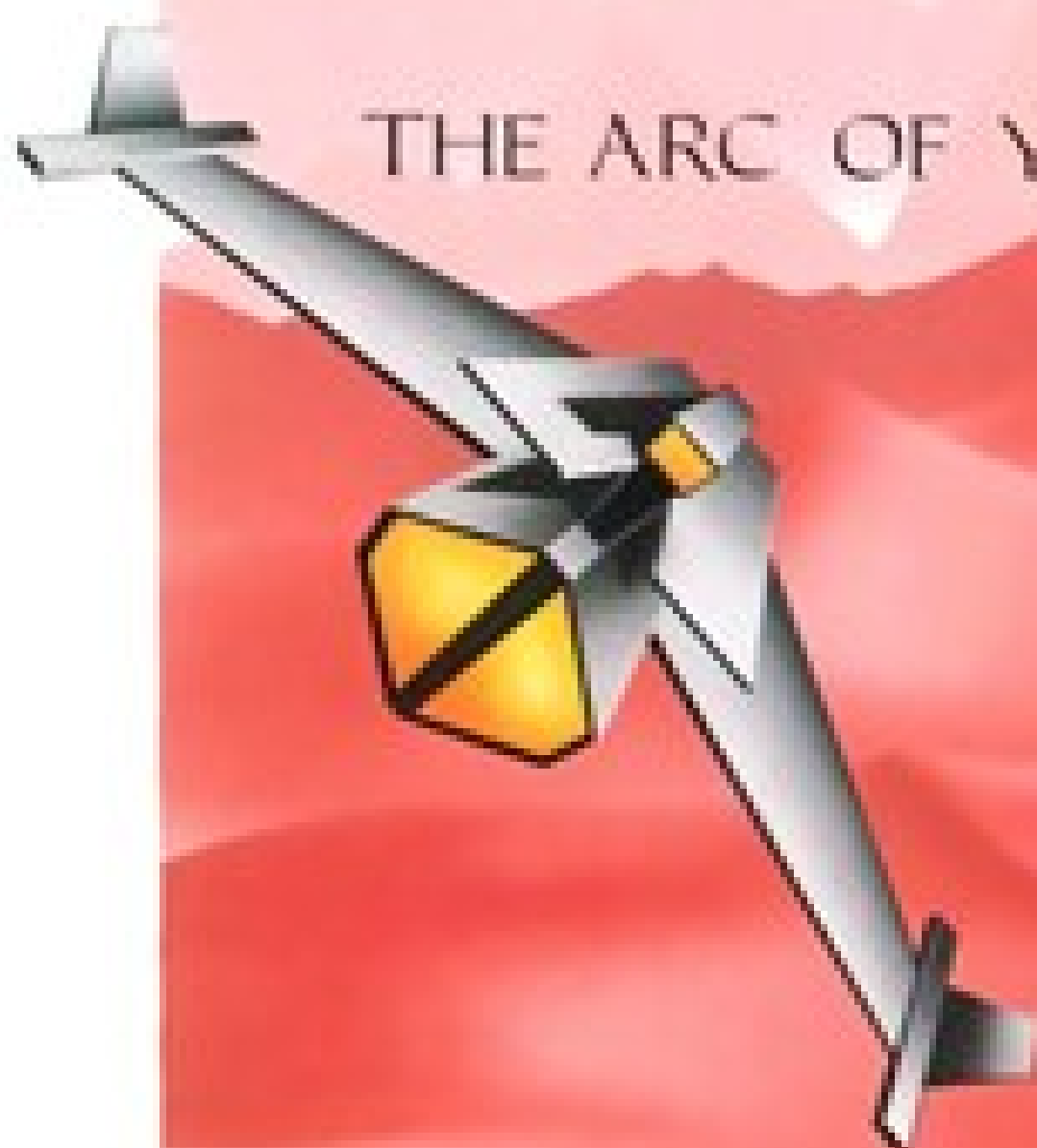
PROGRAMMER: Jason Perkins
MUSICIAN: Rob Hubbard

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# THE ARC OF YESOD



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire/Jump
 	Fire/Jump
 	Back to Main Menu (at Game Over)
 	Start Game

# The Arc of Yesod

Destroy the mysterious Monolith from Nodes of Yesod, relocated to the planet Ariat. Jump on platforms, avoid the alien biots or use your trusty sphere to blast your way through walls and destroy the aliens. Explore the capital city, find the tactical warfare computer and destroy it for good.

## Scenario

Many month's have passed since the Rt. Hon. Charlemagne Fotheringham - Grunes, Charlie to his friends, found himself caught up in the affairs of an organisation calling itself 'ICUPS', (International Commission for Universal Problem Solving). Months over which Charlie has had time to regret his impulsive decision to help them out of a tight spot.

It all began innocently enough early one Sunday morning when he met a foreign gentleman who went by the name of Smith. Little did Charlie realise that this encounter would mean his being whisked off to the Moon in an attempt to locate and destroy a device buried deep in the Lunar caverns. A device that was transmitting data out into the Galactic Spiral, data that told of the vulnerability of Earth's defences against an attack by a hostile force from Outer Space.

The search for the device had all gone off smoothly enough. The various Moon inhabitants had proved a bit of a worry at first, but after a while Charlie learned how to deal with them fairly effectively, and so it came as no great surprise to see him when he finally confronted the alien artifact that was transmitting such compromising information out to this, as yet unseen enemy. No, the real surprise came when he tried to destroy the Monolith, for the slab like structure threw him off and promptly vanished. Teleported back to its home planet by the creators of this ultimate in eavesdroppers.

On Charlie's sombre return to Earth after suffering this defeat, the man calling himself Smith met and escorted him away from the landing area. He told Charlie that they had tracked the ionic disruption in the Time Space Continuum caused by the teleporting Monolith, and it had led to a planet called Ariat, and furthermore that a Spacecraft had been readied for immediate lift off - it's destination Ariat!

As Charlie ascended the small flight of steps leading inot the new craft that had been prepared for him, Smith imparted these final words.

'As we now know the Monolith was really an extremely sophisticated tactical warfare computer. This means that if you don't succeed in this mission before the Ariatans can make use of the information contained within it there will be no Earth to come back to.'

Now as Charlie's craft touches down safely but not undetected on the outskirts of the Capital City of Ariat where the Monolith is being stored, you must become Charlie - his mission is now yours.

BACKGROUND DATA FOR ARIAT

CONFIDENTIAL

'ICUPS' Document No. 12/340/PGS



SUBJECT ARIAT

*This planet has a Methane/Argon atmosphere with traces of Oxygen, Carbon Dioxide, Hydrogen and Carbon Monoxide. The inhabitants of the planet are not natives, but have been genetically engineered to survive in this hostile climate, hostile not only in terms of the atmosphere but also in terms of temperature, -50 degrees to +175c. For this reason even the machines and Biots (Biological Robots), as the inhabsits are scientifically referred to, have to live and work undercover for most of the time.*

*The Biots and Machines are collectively called Aristans and are considered to be technologically advanced and very dangerous. Proof of this is recorded in document No. 567/8700/AGC which chronicles the Biots rebellion against thier home planet of Verdase, on which the first Biots were conceived and built. Verdase was totally destroyed in this uprising and the Biots became autonomous as opposed to being just another Satellite of the central power which was based there.*

*The inhabitants of Ariat are believed to have built a large Space Cruiser with enough fire power to subdue most if not all of the planetary defences in this entire quadrant of the Galaxy. Intelligence on this subject is still coming in, though it's sketchy as our agents out there are usually terminated within one week or infiltrating the planets security system.*

*NOTE: Regular reports on this planet have been recommended, they are to be classed as 'TOP SECRET' and must have grade 1 priority."*

## Playing the Game



When you are the Astronaut, your joystick controls are:

**Astronaut    Description**

LEFT/RIGHT Walk left and right

FIRE            Jump

DOWN          Smart Bomb

UP             Change to Sphere

When you change to the Sphere, your joystick controls are:

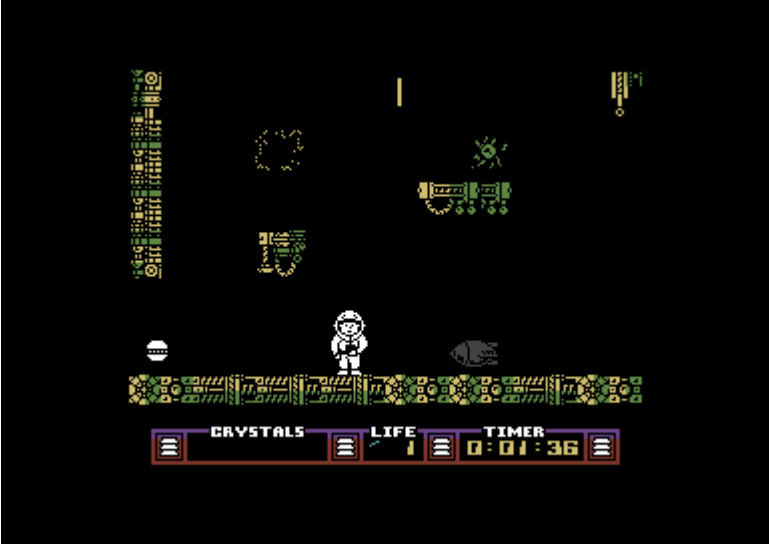
**Sphere        Description**

LEFT/RIGHT Move left and right

FIRE            Shoot

DOWN          Move down/Change to Astronaut

UP             Move up



A final hint - read the scrolling message on the game's menu screen before you begin. It might contain some useful information! :-)

# Credits

PROGRAMMER: Robert Tinman
MUSICIAN: Keith Tinman

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**EDYX**  
COMPUTER SOFTWARE

*Strategy Games for the Action-Game Player.*

# TEMPLE of APSHAI TRILOGY



COMMODORE  
64/128  
or ATARI  
disk



# Controls

Joystick	Action
UP	Move Forward/Attack (with FIRE pressed)
DOWN	Rest/Fire Arrow (with FIRE pressed)
LEFT	Rotate Left/Parry Defensive (with FIRE pressed)
RIGHT	Rotate Right/Thrust (with FIRE pressed)
○ ●	Fire
● ○	Fire
↗ ↘	Drop Treasure
↖ ↙	Get Treasure
●○○○	Search for Doors
○●○○	Open Doors
○○●○	Search for Traps

# Temple of Apshai Trilogy

Create a character, buy equipment, enter the dungeon and prepare for adventure. Explore and fight your way to hidden treasure and magical items. Gain experience, cure your wounds, recover from fatigue and survive to reach the next level. This game requires a keyboard. Read the full online instructions for more details. Best of luck, adventurer.

## Scenario

*The Oracle of Apshai*

*The Sphinx is drowsy, Her Wings are furled: Her ear is heavy, She broods on the world. "Who'll tell me my secret. \*The ages have kept? - \* I await the seer While they slumbered and slept...*

*(Ralph Waldo Emerson)*

*You are a lone adventurer, strong of sinew and keen of blade and mind. Your sense must be sharp as the talons of an eagle, to warn you of swift dangers. You must be strong. Only the stoutest of constitutions will stand against the rigours of the journey that lies ahead. Yet, you must be subtle. Only a deep mind can fathom the mysteries to be unfolded. Sometimes, when strength falters, only sleight of hand will save you.*

*Yet all will not be darkness. At times your quick wit with a wandering monster or cleverness in parlay with the Innkeeper will greatly advance your course. Such is intelligence. Logic will also be indispensable to you.*

*In the end, when all visible resources are depleted, you will fall back upon ego - the well of the self which is man's last great reserve.*

*I could tell you tales of horror and madness, but this would not serve. The Trilogy of Apshai, like truth and beauty, cannot be told. You must experience to know. The ear is to listen, the heart is to feel, the soul is to know. These three are the simple truths of Apshai.*

*So, the realms of Apshai are three: first, the Temple; second, the Upper Reaches; and last, The Curse of Ra. Of these three I can only say that the first is a depth of blackness - it's evil power lashes viciously at those who dare to enter its very heart. To survive, your war-like spirit must be raised to a fever pitch. The second knows tragedy, and the sage laugh that turns away from terror and horror. It also knows the path of the spirit, shown by the priests. And the third is a place of blinding sand and mazy rooms which are the sanctuary of the Sphinx - the spirit, the last mystery.*

*To fight or flee, such will be your dilemma in the Temple of Apshai. It's said the Minotaur of Crete knew of such mazes. Therein you will meet creatures hard and soft - carrion beasts and the foul leech. Therein, it is said, lie gems of many colours, and healers such as the lilly. Of the friends you meet, natural and unnatural, some may help you on your way. You can speak with some of them in this place of many tongues.*

*"No cross, no crown" was said by the religious in ancient times. The price of glory is pain. Your mark of courage will be your body, laced with wounds and battered by blows. You will need salves and elixirs to heal yourself after combating the monsters of the Temple.*

*Within the Apshai Temple there is a compression of experience. Time seems to slow as you tread the massive halls, their sheer number presenting a viel to the senses. Then a creature lunges at you, and time stops. For this realm, sharpen your sword well. Gather treasure, but know that the journey to the Alter of Ra, in the third realm, is long.*

*After the eternal horrors of the Temple, you will seek respite in the second realm, the Upper Reaches. You will still find struggle, but it will wear a different face, of both comedy and tragedy. Instead of blood on monsters, you'll find ketchup on a chicken. Can the gods be crazy, or are they laughing at you? The effort of combat will now bring you to your knees, as you struggle onward.*

*In the Upper Reaches you will find "Benedic's Monastery" and "Merlis the Mage". These places of prayer and magic spells may help show you the way. You will find old bones which lay where they fell, daggers still clutched in skinless hands.*

*Here, the tearing of limbs by rabid monsters has left spirits crazed in the night. The dead cannot sleep and the living cannot awaken from their nightmares. The simple souls who sought to strive and gain are now caught in eternal anguish.*

*Many before you welcomed death by flame, by sword, by sand. But you must go onward into the third realm, The Curse of Ra.*

*How long can you endure? This you will know in the third realm. Here is a place where wealth of the senses is transcended by a greater importance. For, it is said, only the Secret of Ra can relieve the curse that afflicts those here on land.*

*You will pass the "Well of Forever". You will meet creatures of the desert - scorpions, jackals, the dust wraith. Sand storms will dim the glitter of diamonds. beyond the Sphinx is the Pyramid.*

*When your travail is greatest, think of Ozymandias:*

*I met a traveller from an antique land  
Who said: Two vast and trunkless legs of stone  
Stand in the desert... Near them, in the sand,  
Half sunk, a shattered visage lies...*

*And on the pedestal these words appear:  
My name is Ozymandias, King of Kings.  
Look on my works, ye mighty, and despair!"  
Nothing beside remains. Round the decay of that colossal wreck,  
boundless and bare The lone and level sands stretch far away.*

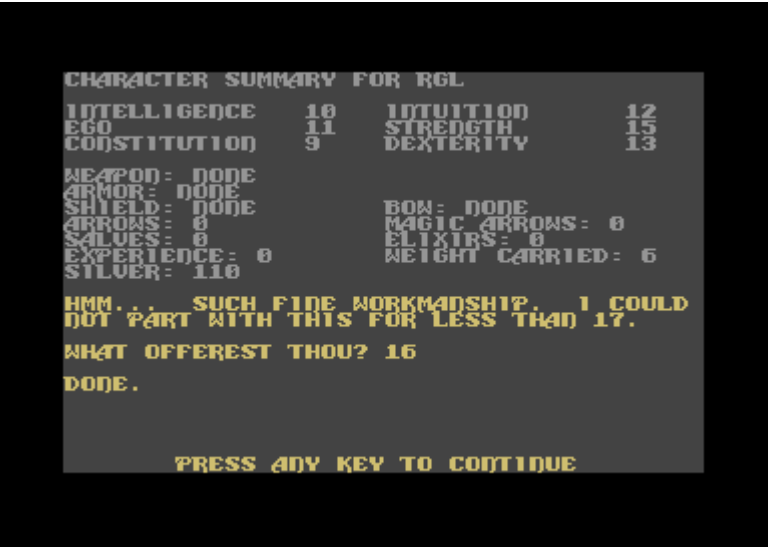
*(Percy Bysshe Shelley)*

*But, no grip of hand is surety against every terror, or poison. The truest heart may fail when it sees the blackness of the dungeon, or itself.*

*All that lies before you cannot be foretold, even by the Oracle. I can tell you that the greatest adventure ies not in the din of sword against shield, or in the rapacious hoard of silver and diamond. Nor in the gleam of distant sunsets, or the firm visage of mailed warriors who guard ancient kingdoms. It lies within. Within Apshai. Within you.*

*I knew. The quest was to begin."*

## Playing the Game



If you cannot resist the lure of the dungeon, and must rush forth, these instructions will help you survive for at least "one minute..."

Much of the initial setting up in the game is done via options selected by pressing keys on a keyboard. Either use the supplied virtual keyboard available via the MENU button, or connect a USB keyboard into a spare USB port and use that instead.

# Five Steps to the Gates of Apshai

The time has come for you to set out upon your personal fantasy adventure into the fabled dungeons of Apshai.

1. **Select a Character:** The Innkeeper menu screen will appear first. have the “Innkeeper” select a character for you. Select C> from the menu.
2. **Name the Character:** The following Character Screen lists the attributes of the adventure character selected for you. Name your character and type in his (or her!) name. (A name can be up to 12 characters long.) Press RETURN.
3. **Purchase Weapons and Armour:** After you’ve named the character, the next Innkeeper Screen summarises your character and lists his Weapons, Armour and amount of Silver. A menu of choices are listed at the bottom of the screen. Select any one, and a new Innkeeper “Purchase” screen will greet you and ask you for what you’re willing to offer.
4. **Haggling:** The retail prices for the Innkeeper’s “adventureware” are listed at the bottom of the Purchase Screen. If you’re in a hurry, you can go ahead and pay “retail” and enter the dungeons broke 0 the Innkeeper will take you for all you’re worth! Or you can Haggle with the Innkeeper and save yourself a few silver pieces for when you’re in dire need of a broad sword to clean out a nasty little section of the dungeon.
5. **Enter the Dungeons:** First select G> ENTER THE DUNGEON from the main Innkeeper Screen. Next select from “Dungeon Screen” any one of the three Temple of Apshai trilogy adventure realms: The Temple of Apshai, The Upper Reaches of Apshai or the dreaded Curse of Apshai. Once you choose the realm, you then select one of the realm’s four Levels to Enter. level One is the easiest and of course Level Four will be the most challenging. If you make a mistake or change your mind, press (0) for the next selection choice and you can “Exit” to the main Innkeeper Screen.

Go ahead... Enter the dungeons... you may be just in time for lunch...

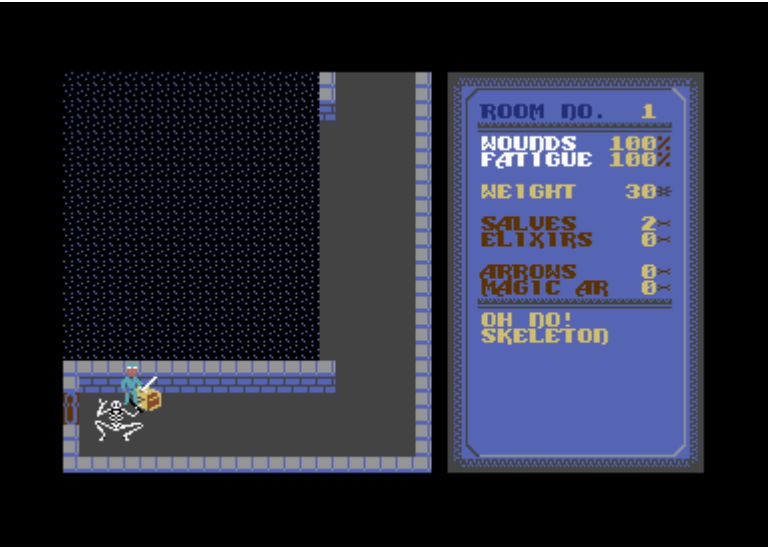
## Using THEC64 Joystick in the dungeons

THEC64 Joystick is used to rest your character, rotate them left/right, or move them forwards. With either FIRE button pressed with a direction, the joystick is then used to attack, parry, thrust or fire arrows.

THEC64 Joystick's additional buttons have been pre-configured for Taking and Dropping Treasures, Searching for and opening Secret Doors and Searching for Hidden Traps.

As the game is played with you and the computer-controlled characters taking turns to perform actions, you have time to access those commands NOT handily configured on THEC64 Joystick by using either the supplied virtual keyboard or a real USB keyboard to press the appropriate command keys (explained later).

## Thirteen Steps to Staying Healthy



1. **Building a Character:** It’s easiest at first to let the Innkeeper choose a character for you one who will embody a balance of Strength, Constitution, Dexterity, Intelligence, Intuition and Ego.
2. **Buying Weapons and Armour:** Don’t arm yourself to the hilt. Remember, you have to carry your Weapons and Armour. A heavy sword cuts down on your mobility - a Great Sword requires two hands, which means you can’t carry a shield. You’ll soon grow tired, weary and despite your impressive appearance down at the “Ye Olde Dragon Tavern,” in the heat of battle, you’ll perform like a giant tortoise on its back!
3. **Entering the Temple:** Try out Level One of a new realm. The three Trilogy realms all offer different strange and terrifying challenges, so it’s smart to take it easy at first. Learn the first few rooms thoroughly, checking for hidden traps, doorways and the monsters that join you for fun and games. Note the intensity of their attacks, how badly you were wounded and how much strength you retained after an attack.
4. **To Move:** Point your character in the direction you want to go by pressing keys or using the joystick:



Key Action

- L Rotate Left (-90 degrees)
- R Rotate Right (+90 degrees)
- V Volte-face (+180 degrees)

Using THEC64 Joystick, tap LEFT or RIGHT to rotate your character, then push UP/forward to move in that direction, assuming you want your next action to be a move. To change the distance you move for your next go, press the number keys as explained below.

When you step forwards, you move five feet (in distance) in one go. If you need the number to be adjusted, press 0 - 9 on the keyboard - virtual or real - to immediately move that many feet forward for that one turn only.

- 5. **To Fight:** Fighting commands are represented by letter keys on your keyboard. To mix it up with a monster you press the appropriate letter key. See 10) Commands.
- 6. **Wounds and Fatigue:** Despite your best efforts, you will suffer wounds. Salves bought from the Innkeeper and Elixirs found in the dungeons can heal you. Fighting and moving cause Fatigue, which is a rating of your energy. You can simply stop moving in order to rest and regain your energy. If Fatigue reads 100% you are in great shape. If it's below zero (0) , you are too tired to defend yourself. Similarly, if Wounds are 100% then you're perfectly fit. Keep an eye on your character's Fatigue and Wounds rating - it's the key information you need to make snap decisions on whether to stand and fight or cut and run!
- 7. **Levels:** Each of the three Temple\xB7 Trilogy realms has four Levels for a total of twelve Levels. Level One will always be the easiest. Monsters grow progressively fiercer and more intense in Levels Two through Four. But the treasures and rewards are richer.
- 8. **Chance and Probability:** How fast you the mortal press the Command letter keys or the red fire button on the joystick will not help your character in a sword melee with a giant Apshai ant. The outcome will be determined by your character's Wounds and Fatigue, Strength and Weapons, whether he stands close enough to the enemy to strike them, and so forth.
- 9. **Monsters:** They either haunt and terrorise a single room, or wander the passages and rooms of Apshai in search of prey. Thus by fleeing a room you can only escape the "single room" Monsters.
- 10. **Commands:** Keep a note of the basic Commands and instructions you'll need for your adventure into the dungeons of Apshai. There are Commands that locate and open Secret Doors, discover hidden Traps, administer healing Elixirs and allow you to speak with monsters.

Movement Commands

Key	Action	Joystick alternative
0	Rest for One Turn (i.e. do nothing!)	DOWN
1-9	Move from 1 to 9 Feet (distance)	
R	Turn 90 degrees to the right	RIGHT
L	Turn 90 degrees to the left	LEFT
V	Turn Around 180 degrees (Volte-face)	

Space BarEach press, Move Forward 1 Foot (distance)

The more steps you take each turn, the more tired you become (Fatigue). Since monsters cannot follow you out of a room, you only need to 'run' for short intervals.

If you don't manually adjust the distance you travel in each move, then you travel 5 Feet per move.

Battle Commands

Key Action	Description	Joystick alternative
A Attack	A simple stroke with your sword	FIRE + UP
T Thrust	A complete attack likely to wound your enemy, but also likely to end in you being hurt	FIRE + RIGHT
P Parry (Defence)	Shields against an attack and conserves energy, but you'll find it more difficult to hit the monster	FIRE + LEFT
F Fire Arrow	Shoots an arrow in the direction you are facing - assuming you have some arrows!	FIRE + DOWN
M Fire Magic Arrow	Shoots a magic arrow in the direction you are facing - assuming you have some magic arrows!	

You must be within striking distance of your foe or the DunjonMaster will display the message: "TOO FAR TO HIT".

Thrust increases your chances to strike and damage monsters, but it makes it easier for the monster to return the favour. Thrust also requires more energy which means your *Fatigue* rating drops substantially.

Special Commands



Key Action	Joystick alternative
E   Examine Wall for Secret Door	‘A’ button
O   Open Door	‘B’ button
S   Search for Traps	‘C’ button
G   Pick up a Treasure	‘TL’ button
D   Drop a Treasure	‘TR’ button
Q   Query (Listen) for Monsters	
!   Speak with a Monster	
H   Heal (Apply a Healing Salve)	
Y   Ylixir (Drink a Healing Elixir)	
I   Inventory your Treasures	

Nearly every room has at least one Door which must be opened before you can go through it. An open door stays open unless the entire game is restarted.

To search for a Secret Door, face the wall to examine before starting your search. Don’t be fooled by a NOTHING message. Sometimes you have to search more than once.

It is wise to search for Traps before grabbing any Treasure. Repeat a search to be absolutely sure. Once found, you can usually avoid a Trap by going around it.

To drop some treasure, initiate the command then enter the number of the treasure you wish to drop using a keyboard.

You can see that most commands can be issued via THEC64 Joystick, with only a small number needing access to a (virtual or real) keyboard.  
Whenever the game says to PRESS ANY KEY TO CONTINUE, just press one of the pre-configured buttons on THEC64 Joystick.

- 11. **Experience:** The longer your character survives the gruelling adventure into the dungeons of Apshai, the more Experience he or she gains. As long as you don’t turn your computer off, this “experience” remains with your character as you proceed through the various Levels of the three Apshai realms. Even if you are slain and rescued by Lowenthal the Wizard, your character will retain his existing Experience rating. The higher your Experience, the better your chances are of meeting the even more terrifying challenges of the Temple dungeons.
- 12. **Treasures:** A glittering collection of Treasures are hidden within the dungeons of Apshai. Use the “Get” command to pick them up. Once out of the dungeon, the Innkeeper will be more than pleased to help you evaluate your Treasure.
- 13. **Magic:** You’ll discover wonderful and exotic forms of Magic in special healing potions, and in weapons of unusual power and in odd herbs and flowers.

## The (Abridged) Rules of Apshai

As in other role playing games, in the Temple of Apshai Trilogy, the incredibly complex factors that make up the simplest human being have been abstracted into a few basic characteristics, related numerically from a low of 3, to an average of 10 or 11, and up to a high of 18. The higher the number, the greater/higher/stronger is the attribute.

There are Six Basic Attributes - three physical and three mental - used in The Temple Apshai Trilogy to give a distinctive character to each dungeon adventurer:

### Strength

... determines how physically strong your character is: how much weight (treasure and equipment) he can carry, for instance. The Strength attribute also controls how heavy a weapon he can use and how much damage one of his blows will do to whomever or whatever he’s fighting.

### Constitution

... is a measure of health and endurance general physical fitness. e higher the Constitution, the farther a character can run before collapsing, and the more wounds he can sustain before dying. Since the ability to move or fight without becoming exhausted is also responsible for keeping an adventurer alive, this is perhaps the single most important attribute.

### Dexterity

... is a matter of reflexes, coordination and even eyesight. Someone with high Dexterity has an edge in weapons use; he’s more likely to hit what he’s aiming at and is better at keeping his shield between an attacking weapon, claw, or mandible and his mortal self. Someone with a really low Dexterity might be so clumsy he would have trouble hitting the proverbial barn door.

### Intelligence

... is reasonably self-explanatory. In The Temple of Apshai Trilogy, the major function of Intelligence is to affect a character's ability to bargain with the Innkeeper or to parley with monsters.

## Intuition

... the complement of Intelligence, is a measure of right... brain functions (real and hypothetical); spatial perception, getting an answer from "inadequate" data, an awareness of the spiritual or mystical aspects of the universe, ESP, and plain, pure luck. Someone with a high Intuition attribute is more likely to detect Secret Doors, Traps, and unpleasant surprises. A character with an exceptionably low Intuition might be doing well to find an open doorway without a signpost.

## Ego

... measures mental toughness and willpower. A character with a strong Ego can more easily influence others (the Innkeeper or monsters) and is more likely to fight fiercely despite his wounds "When the going gets tough, the tough get going," as the saying goes . Someone with a weak Ego will not do as well when the tide of battle turns against him.

### Summary

All three physical attributes may influence your choice of Equipment, which, in the Temple Trilogy includes five kinds of bladed weapons (swords) , a bow and arrows, five types of armour, and two different sizes of shields. Generally, the bigger, heavier, and more expensive an item, the more effective it is, although heavier equipment is more tiring to wear, use and carry. A larger sword is naturally capable of doing more damage than a smaller one though not every time, but it takes more strength to use. A character with low Strength is restricted to the lighter weapons. The most powerful weapon, a Great Sword, requires two hands and, consequently, cannot be used with a shield.

Because it is not Fatiguing and is, at least until a monster gets within chomping range, the safest form of combat, firing arrows at a beastie from a distance is often desirable. However, arrows will only hit if the monster is on a straight line vertically or horizontally away from you, and a good sword blow may do more damage. Trying to play Robin Hood while an unpleasant critter is chewing or clawing on your arm is also dangerous, but distance shooting certainly saves wear and tear on the armour and body.

If you are hit, bit or struck, the armour you are wearing will protect you from some damage. The attack has to penetrate a layer of leather or steel to get at the stuff that counts your tender flesh. Plate Armour naturally provides much more protection than leather. Shields make it harder for you to be hit, although a particularly good chomp may glance off the shield, the armoured sleeve, and your character's body. A large shield is, obviously, a bigger barrier to such incursions than a smaller one, but in the hands of a character with high Dexterity a small shield may be nearly as effective.

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# EPYX




















*COMPUTER GAMES  
THINKERS PLAY*



## Sword of Fargoal



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	Shield Spell
 	Start game
   	Regeneration Spell
   	Teleport Spell
  	Invisibility Spell

# Sword of Fargoal

Someone's stolen the all-important Sword of Fargoal! Go dungeon-diving in this fantasy role-playing adventure which will see you battling monsters for experience, collecting treasure and avoiding traps. Are you good enough to find the sword and vanquish the evil Umla?

## Scenario

### The Plight of the Great Forest

The misty powers of magic have settled over the Great Forest lands, twisting, swirling into every nook of the village of Ferrin. Evil spells wisp about like fog, draining courage and trust from the hearts of men. Good magics have vanished, and no longer are there brave warriors who wield weapons of steel against the land’s enemies. The Protectorate Sword is gone!

It began one dreary day now thirty years passed. A young fighter named Gedwyn was riding on his steed through his village square when an old man approached him from the shadows of a sidestreet.

“Young sir,” he cried in a rattling voice. “Please, you must help me. My village, which lies a day’s ride to the west, is being ravaged by the Beast of the Mountains ... My family is in danger!”

The Beast, Gedwyn knew, was a fiery dragon that lived amongst the craggy peaks of the mountains in the west. Images of thatched houses aflame and people fleeing in terror passed through his mind as the old man spoke.

“I will gather our best fighting men and ride to this place at once!” Gedwyn poised to spur on his horse.

“No! ... no!” returned the wide-eyed man. “You must use the Sword! The Sword is the only way to kill the vile creature!”

The Protectorate Sword was forged, it is told, in the fires of the gods. Kept sheathed in the massive stone floor of a temple in the center of Ferrin, the Sword protected the Great Forest from evil for countless years. When wielded against an evil hand, the enemy is surely defeated.

As the old man’s plea reached Gedwyn’s ears, he began to think: I would only have to draw the Sword from the temple and confront this dragon. With the Beast vanquished, my name would pass into the legends of the land.

Thus inspired, he rode to the temple and entered the darkness to reach for the Sword. Finding it, he grabbed the Sword’s jeweled hilt with both hands and slowly drew the blade. Colorful rays of light speared outward, piercing the dusty air as he raised the glowing weapon.

Wrapping the Sword in heavy cloth, he rode back to the spot where he had met the old man ... he was gone! Gedwyn rode westward to find the old man’s village and to seek the Beast of the Mountain.

At the base of the mountains, he found not a village but a fortress of towering stone. He was greeted roughly by five guards with piercing green eyes and smokey black armor. These dark warriors led Gedwyn into a great hall, where a war lord sat upon a high throne.

“Give me the Sword!” the black-cloaked figure commanded. “It can do you no good, for its powers are not strong so far away from its home.”

Gedwyn’s suspicions that he was being led into a trap gained strength by the moment. With escape in mind and the enchanted Sword in hand, he lunged forward.

Just at that moment, a blinding light struck Gedwyn’s eyes. Then blackness ...

... Gedwyn woke to more blackness. He rubbed his eyes and shook his head. He still could not see. Had the war lord struck him blind? Yes, he certainly had the power to do it.

A soothing elvin voice reached Gedwyn’s ears. “I see you have decided to join the living!”

The elf explained that he and his followers had discovered Gedwyn, battered and in rags, at the edge of the Great Forest. They themselves had just escaped from the evil grasp of the war lord’s master, a powerful wizard named Umla. Within the past seven days, Umla had begun a reign of terror over the forest. Herds of evil, lurking creatures under his command were guarding the villages to keep people from fleeing. Rumor had it that the Protectorate Sword had been taken deep into the mountains and hidden, where it could no longer protect the land. It now became known as the Sword of Fargoal!

You come from a village miles away from the scorched remains of Gedwyn’s home but still within reach of Umla’s evil grasp. The only way to free the land from Umla’s control is to put the Sword of Fargoal into the hands of Gedwyn, the blind fighter. It is Gedwyn, the man who removed the Sword from its stone in the temple, who can use it against the evil of Umla and destroy him forever. Gedwyn awaits in the temple for the return of the Sword.

You are magically transported into the uppermost level of the dungeon with three things in your possession to aid in your quest: a short sword, a teleport spell, and a healing vial. Hope spurs you on to reach the place in the depths of the dungeon that conceals the magical Sword and to return with it to the stairs out of the mountain vault!

The Sword of Fargoal is said to have been placed somewhere between the fifteenth and the twentieth level of the dungeon. If you find it, your quest only becomes more difficult. With the Sword in hand, Umla knows where you are! It would be only a matter of time before he destroys the entire dungeon. For this reason, once you find the goal to your quest, you only have 33 minutes to escape!

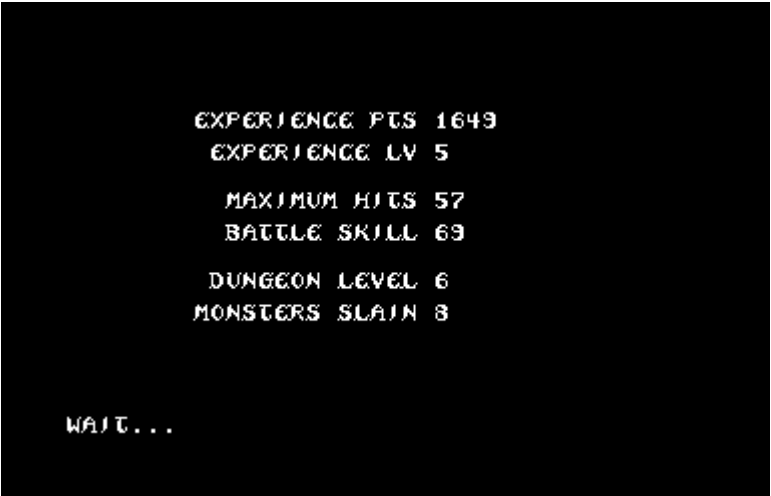
May you fare well as your quest begins!!

---

# How to Play

## GETTING STARTED

As you begin your quest for the Sword of Fargoal, your characteristics will be displayed:



**Experience Points** are a measure of your accomplishments during your quest. You gain points each time you slay monsters, acquire new treasures, and complete dungeon levels.

**Experience Level** is dependent upon your experience points. When your experience level goes up, so do your maximum hit points and your battle skills (see below). You need 200 experience points to reach experience level 2.

Thereafter, you must double your experience points to reach the next level (400 for level 3, 800 for level 4, etc.).

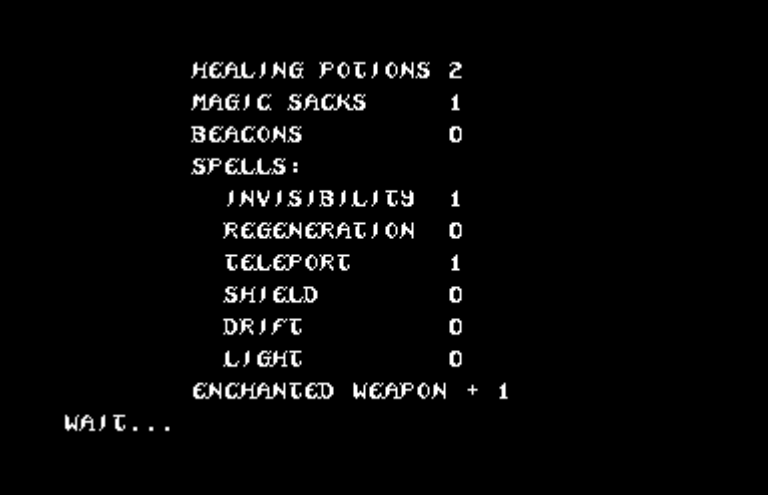
**Maximum Hits** refers to the number of hit points you have. The higher your hit points, the more you can be hit or wounded by monsters and still stay alive. Each time you are injured in a fight or a trap your hit points will be reduced accordingly. When they fall below 0, you are dead. Hits points can be recovered by drinking a Healing Potion (see the **TREASURES AND TRAPS** section).

**Battle Skill** measures your prowess in battle. The higher your battle skill, the better your chances in fighting monsters. Your battle skill increases each time you slay a monster and each time your experience level goes up.

**Dungeon Level** keeps track of which dungeon level you are about to enter.

**Monsters Slain** helps to increase your battle skill (and, therefore, your experience level).

After your characteristics, your Inventory will be displayed:



These items are all treasures that can be found in the dungeon. However, you do begin your quest with one Healing Potion and one Teleport spell.

A complete description of the treasures is found in the **TREASURES AND TRAPS** section.

Each time you enter a new level, your current inventory will be displayed again.

## ENTERING THE DUNGEON

The dungeon is dark when you first enter, except for the area immediately surrounding you. The character on the screen is you. As you move, those portions of the dungeon that you are traveling through will light up and remain lighted as long as you are on that level.



At the top of the screen, your maximum hits will be displayed and how much gold you have collected. When you are attacking a monster, its name will be printed in this text window, along with other pertinent messages. Be sure to refer to the text window regularly.

Each level of the dungeon is randomly generated. Every time you enter a new level, you enter an entirely new layout with treasures, monsters, traps, gold, and the temple located in a new place.

As you go lower into the dungeon, the monsters get tougher and the treasures more valuable. The Sword of Fargoal lies hidden somewhere between the fifteenth and twentieth levels.

**Movement** through the dungeon is handled by a joystick or keyboard input. If you want to pass over an occupied area, press *P*. This command is handy in by-passing monsters.

**Panic Button** is used when you are in an impossible situation. When you press the Panic Button, an appropriate spell (Teleport or Drift) will be cast, as long as you have the spell left.

Quit when you have had enough, by pressing *Q*.

## EXPLORING THE DUNGEON

As you travel through the dungeon, you will encounter numerous objects. They are listed below:



Your character



Gold



Hidden treasure/traps



Human-type monsters\*



Other monsters



Temple



Stairs going up



Stairs going down



Other symbols appearing in the game will be self-explanatory.

\*There are a number of shapes for both types of monsters. However, human-type monsters will always have a weapon in one hand.

**Gold** is scattered throughout each level of the dungeon. It cannot be spent; its value is that it can be offered to the gods in return for additional experience points (see **Temple**, below).

You are only strong enough to carry 100 gold pieces. Magic Sacks, however, increase your carrying capacity by 100 gold pieces for each sack.

You may bury your gold whenever you desire by pressing *B*. The gold will be buried under your feet and a notation will show up on the map to mark the spot. You may go back and retrieve the gold whenever you want; but, if you leave the dungeon level, it will be completely different when you return, and your gold cannot be recovered.

**Hidden Treasure/Trap** squares contain either a treasure or a trap. You have a 50-50 chance of the square having one or the other. To determine what is there, you must actually move onto the square.

**Human-type Monsters** are intelligent and skilled in handling weapons. They won't hesitate to pick up treasures lying about the dungeon. Some- times they even try to steal yours, unless you have hidden them. Catch them before they escape into the shadows!

Human-type monsters include Rogues, Barbarians, Elvin Rangers, Dwarven Guards, Mercenaries, Swordsmen, Monks, Dark Warriors, Assassins, and War Lords. Be warned that Assassins can be invisible, and remember that these monsters always carry weapons.

**Other Monsters** rely mainly on their strength and toughness when they fight. These monsters will make the mistake of falling into a pit, if you bait them from the other side! They include: Dire Wolves, Ogres, Hobgoblins, Werebears, Gargoyles, Trolls, Wyvern, Dimension Spiders, Shadow Dragons, and Fire Drakes. Dimension Spiders can phase in and out between dimensions.

NOTE: It is advisable, in combat, to be the aggressor. If you attack, you always have the option to leave the battle when you are badly injured. If a monster attacks you, you are forced to fight to the death! (Or, if you have a Teleport spell, you can press the Panic Button to escape!) Temples are where you offer your gold to the gods. They, in turn, grant you additional experience points.

**Temples** also act as a sanctuary. When you are in a temple on most levels, you are invisible to all monsters and you heal at twice your normal rate. There is one temple on every level of the dungeon.

**Stairs** can be climbed when your character is located over a staircase going up or a staircase going down. To use the stairs, press C for climb stairs; otherwise, you will pass beside the stairs, remaining on the same level.

Remember that each level is randomly generated, so once you leave a level, it will not be the same when you return.

## FINDING THE SWORD

Once you have located the Sword of Fargoal, you have 2000 seconds (33 minutes) to escape back through the levels to the opening of the dungeon. A timer starts counting when you retrieve the Sword. If you somehow lose the Sword on your way out, you must return to the level in which you first found it, and begin your escape again. Meanwhile, the clock ticks on! !

## Treasures and Traps

Treasures and traps are found in the Hidden Treasure/ Trap squares of the dungeon. When moving onto one of these squares, you have a 50-50 chance of its containing a treasure or a trap.

## TREASURES

Spells and magical items make up the treasure list. When you find a spell, it does not go into effect until you actually cast it. You may cast spells whenever you wish.

**Healing Potions**, carried in vials, raise your current hit points. The Potions can be drunk at any time. When your hit points fall below 0, a Healing Potion will be taken automatically. Be warned that these Potions will not raise your hit points above your maximum hits. You cast this spell by pressing *H* (or pressing **TL** on THEC64 Joystick).



**Magic Map** for a designated level lets you “see” the entire dungeon level as soon as you enter it. For example, on level 4, you may find a Map for level 12. When you arrive at level 12, the dungeon will be completely “lighted.” Be aware that any trap on the same level for which you have a map has a chance of destroying your map. The effect will be known when you see the “lights” go out. Don’t worry; you can simply start exploring that level again!

**Magic Sacks** will add an extra 100 gold pieces to your carrying capacity. (You can already carry the weight of 100 gold pieces.) The effect is accumulative, so if you have three Magic Sacks you can carry 400 gold pieces.

**Invisibility** makes you invisible to your enemies. Once cast, this spell will remain in effect until you attack a monster. However, you will be seen if you cast a Light spell. You cast Invisibility by pressing *I* (or pressing button **C** on THEC64 Joystick).

**Regeneration** lets you heal at twice your current rate. The effect is accumulative. For example, if you cast two regenerative spells at the same time, you will heal at four times your current rate. Regenerative spells last for one level. You cast it by pressing *R* (or button **A** on THEC64 Joystick).

**Teleport** allows you to be automatically transferred to a random place on your current dungeon level. You cast this spell by pressing *T* (or button **B** on THEC64 Joystick). If you are attacked by a monster or if a Ceiling Trap falls on you, you can teleport safely away by pressing the Panic Button.

**Shield** protects you from damage inflicted by a monster or an explosion. A Shield spell must be cast before combat. After battle, the spell is no longer in effect. You cast it by pressing *S* (or pressing button **TR** on THEC64 Joystick).

**Drift** is used to slow your fall in a Pit Trap. You cast this spell by pressing the Panic Button.

Light increases the distance you can see around you. It lights not only the dungeon for one level, but also reveals any Assassins (see Human-type Monsters in previous section). You cast this spell by press *L*. You may turn the Light spell on or off by pressing *O*.

### Spell Commands



Press	Result
H or <b>TL</b>	Healing Potion is drunk
I or button <b>C</b>	Invisibility
R or button <b>A</b>	Regeneration
T or button <b>B</b>	Teleport
S or <b>TR</b>	Shield
L	Light spell
O	Turn Light ON or OFF

Remember that you must have the spell before you can cast it.

# TRAPS

Most of the traps cause a random amount of damage to your character, if they catch you. For each trap, though, there is a way to escape from the damage, provided you have the appropriate spell.

Remember that if a trap is sprung on a level for which you have a Magic Map, the Map has a chance of being destroyed.

**Ceiling Trap** drops a huge block of stone on you. Press the Panic Button to teleport safely away.

**Pit** plummets you into the depths below. Your fall is safer when you can cast a Drift spell by pressing the Panic Button. You can climb out of the Pit by moving in any direction.

Once a Pit Trap has been sprung, you may use it to your advantage. Pits can be several levels deep and substituted for stairs. To go down a Pit, just move over it (and use a Drift spell, if you have one). Then you can climb out with a **C** command.

**Explosion** is like tripping over a grenade. It cannot hurt you, however, if you are protected by a Shield spell.

**Teleport Trap** acts just like the Teleport spell.

---

# Playtesters’ Strategies

- After clearing out a level, rest at the temple. When a level has been cleared, you have time to rest, eat, etc., without worry or attacks.
- Beware of slugs with legs; they are mean!
- Learn the monsters. Fear the ones you know are especially dangerous for your current battle skill. A Werebear, for example, is deadly at the first level but a snap at the third.
- Hit and run. Attack when you’re strong enough, lose a little, and then run away. You heal; the monsters don’t.
- Save the Hidden Treasure/Traps for last. Grab gold as soon as possible.
- Save at least one Invisible and four Shield spells for your trip back up.
- Once you’ve gotten the Sword, do not pass GO, do not collect \$200. Just get out of there! Every dog and his brother is out to get you. Find staircases going up as quickly as you can!

*-Jim and Rik*

# Further Goals

If you have successfully completed the quest and would like to have a new goal, try for the fastest time, the most experience points, the highest characteristics, the most monsters slain or the deepest dungeon level!

Above all, have fun.... The object is not to win a certain number of points, but to adventure for as long as you like, or can (whichever the case might be)!!

*-The Author*

# Author’s Tips Sword of Fargoal Commodore 64

## FIRE BUTTON

... can be used when at stairs or pits to climb up or down (C can also be used to climb).

... will work as a PASS key whenever you are on a blank square.

# BEACONS

... are an added tool. When you find a mystical BEACON, pick a convenient spot and place it there by pressing “+’. Within the BEACON’s square you are invisible to the monsters. From there you can TELEPORT to the TEMPLE by pressing the FIRE BUTTON ... without wasting a TELEPORT! ANY other time you TELEPORT using your spells, you will appear at the BEACON that you placed on that level!!

# WARNING

... watch out for wandering monsters! If you wait too long on a level, unfriendly visitors will begin climbing from levels above and BELOW!

# MOVEMENT COMMANDS

- Use joystick to move in any of eight directions
- **FIRE** button on joystick is your PANIC BUTTON (for Teleport and Drift spells)

# SPELL COMMANDS

Press	Result
H	Healing Potion is Drunk
I	Invisibility
R	Regeneration
T	Teleport
S	Shield
L	Light Spell
O	Turn Light ON or OFF
+	Place Beacon

# OTHER COMMANDS

Press	Result
Press <b>FIRE</b> or C	Climb up or down stairs
B	Bury Gold
Press <b>FIRE</b> or P	Pass over next square
Q	Quit Game

# CREDITS

Game Design and Program: Jeff McCord Dedication: To Philip B. Shaw and others for suggestions and extensive testing! Book of Lore: Jeff McCord with Susan W. Lee-Morrow Playtesting: Rik Wilson, Jim Jennings, The Bruners, Marj and Chris, Kristi Cartwright, Kristy Sensenig, Laurence Wells, The McCords, and the list goes on...  
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# SUPER CYCLE



Commodore 64/128  
Contains 1.2MB, Fast Loader

EPYX

181375

EPYX



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↚	Fire

# Super Cycle

Sit on 750cc of screaming motorcycle. It’s a race against the clock and against the other motorcycles. Accelerate up through the gears, lean into the corners and steer your way through the pack. The further you go, the more points you get. The road conditions and obstacles change. Look out for bonus flags and race to the top of that scoreboard.

# Scenario



Open road racing - wheel to wheel - pistons screaming and rubber burning. That’s the challenge of SUPER CYCLE. Before you begin, choose your machine and your leathers. Choose carefully, there’s an ordeal ahead.

You and your machine will be pushed to the max by the course, the other competitors, and the relentless clock.

You must complete each of the race courses within a time limit, in order to continue. Crash and you lose valuable seconds. Each of the more than seven courses poses unique challenges - water on the road, ice, road barricades and other dangerous obstacles. When you see a road sign that means slippery when wet, you better listen.

There’s day and night courses, city and country, hills and mountains, desert courses and streaking through the sunlight next to Cape Canaveral.

Accelerate up through the gears, jockey for position and bump the other riders. Go for top speed, but try not to go out of control. Good luck. Your reflexes better be as sharp as the turns up ahead.



# Playing the Game



You must complete each race course within the specified time, in order to go on to the next course. Watch out for the other riders - you can bump them and they can bump you. Steer through the pack, and avoid road obstacles- crashing eats up valuable time. Complete all the courses at one of the difficulty levels and you get a checkered flag next to your name on the racing scoreboard.

## Controls

Push **UP**/forward on the joystick to accelerate, and pull **DOWN**/back to slow down.

Push **LEFT** or **RIGHT** with the joystick to steer.

There are three gears. To gear up, push the joystick **UP**/forward and press the **FIRE** button. With the joystick centred, simply press the **FIRE** button to gear down.



The three lights in the centre of the dash indicate what gear you're in. The top light is the highest gear. The bottom light is the lowest gear. The light is coloured yellow for the gear you're in.

## Racing

Each course has a set time limit. The bottom of your dash shows your elapsed time, and your total points. The more distance you cover, the more points you accumulate.

Watch out for road conditions and unusual obstacles. You never know what you're going to find out there. Lamp posts, oil slicks, even road pylons that narrow the course to a single lane. Watch for special bonus flags - hit those for extra points and time.

Time it just right, cut and accelerate with split second precision, and you could end up on top. On top of the racing scoreboard!

## Credits

PROGRAMMER: Stephen H. Landrum  
MUSICIAN: Bob Vieira

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**EPYX**  
COMPUTER SOFTWARE

*Strategy Games for the Action-Game Player.*

# SUMMER GAMES II™





# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Confirm Choice
↙ ↘	Fire

# Summer Games II

Experience the excitement and realism of eight events: cycling, equestrian, fencing, high jump, javelin, kayaking, rowing and triple jump. Practice each event first to sharpen your skills, then choose your name, your country to represent and let the games begin. Try to win gold in every event, second place gets silver and third gets bronze.

# Scenario



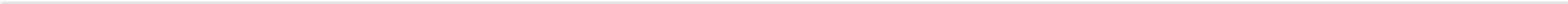
*A thousand athletes. A hundred countries. Billions watching around the world as you enter the stadium, marching confidently among your nation's strongest, fastest and boldest young men and women. Your gaze sweeps the crowd as you realise the scope of your achievement.*

*You are about to compete against the world's best athletes. The pinnacle of athletic achievement. The Summer Games.*

*The majesty, scope and glory of the original SUMMER GAMES' return in SUMMER GAMES II. Now you can explore the thrill of the world's greatest athletic competition with eight brand new events. Challenge your timing in the triple jump. Test your endurance in the equestrian arena. From fencing to kayaking, you'll be at the heart of the action as you "go for the gold".*

*Strategy, skill and determination are the qualities you'll need to succeed. Give your best in every event. Nothing can be held back. Not if you want to be a champion. Strive for victory - if you win, the gold medal will be yours. Break the world record, and your achievement will be heralded as the greatest performance ever!*

*There's plenty of time for practice, but you'd better be ready when the fanfare sounds the start of the opening ceremonies, because this is world class competition. This is SUMMER GAMES II.*



# Playing the Game

SUMMER GAMES II challenges your competitive skills with a series of athletic contests for 1 to 8 players. Experience the excitement and realism of eight different events -cycling, equestrian, fencing, high jump, javelin, kayaking, rowing, and triple jump.

Practice each event first to sharpen your skills. Then choose from the 18 countries you can represent in the competition and let the Games begin!

Try to win the gold as you compete in each event. You'll get a silver medal if you finish second and a bronze medal if you come in third. Try to win the most medals as you compete in all the events.

SUMMER GAMES II keeps scores, handles the judging, and awards medals to all the winners.

If you break a 'World Record', SUMMER GAMES II will save your name and display it on a special World Records screen.

So get ready to give it your best. The thrills and excitement of SUMMER GAMES II are about to begin.

---

## Starting Play



A spectacular opening ceremony welcomes you to SUMMER GAMES II. The lighting of the flame marks the start of the international competition. White doves are released over the stadium - a traditional symbol of peace.

Once the opening ceremony concludes, a menu screen offers you a choice of nine options. To make a selection, use your joystick to move the cursor to your choice. then press the **FIRE** button. You may also select an option by typing the corresponding numbered key.

### OPTION 1: COMPETE IN ALL THE EVENTS

This option allows the players to compete in all eight (or sixteen if you choose to also include events form the original SUMMER GAMES I - see OPTION 6) of the events; while keeping a running tally of medals awarded to each player. You'll compete in the events in this order:

**Triple Jump , Rowing, Javelin, Equestrian, High Jump, Fencing, Cycling, Kayaking**

**Note:** You can press THEC64 Joystick **TR** button instead of RETURN in the following instructions.

- You will first be asked to enter your name and pick your country
- Type your name on the keyboard and press the RETURN key (or press THEC64 Joystick's **TR** button) to enter
- Use the joystick to move the cursor to the flag of your choice, then press the **FIRE** button to pick that country. (If you just want to listen to the anthem, type S on a keyboard)
- Repeat the name and country selection for each additional player (up to eight)
- When all players' names and countries have been entered, press the RETURN key (or THEC64 Joystick's **TR** button) again.
- A verification screen will appear. If all names and countries are correct, select YES with the joystick and press the **FIRE** button. or type V if you need to make any changes, select NO, or type N.

### OPTION 2: COMPETE IN SOME EVENTS

- Similar to OPTION 1: however, you can compete in any number of the listed events for this round of international competition
- Select the event(s) by typing the corresponding numbered key or by moving your joystick and pressing the **FIRE** button
- The events you select will be displayed in white
- When you are finished selecting the events, move the cursor to the word DONE and press the **FIRE** button

### OPTION 3: COMPETE IN ONE EVENT

- Similar to OPTIONS 1 and 2, but you can compete in any single event of your choice
- Select the event by typing the corresponding numbered key or by moving the joystick and pressing the **FIRE** button

### OPTION 4: PRACTICE ONE EVENT



- Use the Joystick to select the event, then press the **FIRE** button or type the corresponding lettered key. No scoring records are kept during practice rounds

## OPTION 5: NUMBER OF JOYSTICKS (1 or 2)

- Select 1 or 2 by pressing the **FIRE** button or typing 1 or 2
- Using two joysticks will allow two players to compete “head-to-head” in cycling, rowing, and fencing

## OPTION 6: SUMMER GAMES I EVENTS (YES or NO)

- Move the cursor to this option and press the fire button to select YES. This will allow you to compete in 16 different events rather than just eight.

## OPTION 7: SEE WORLD RECORDS

- Displays the highest score recorded in all events, with the name and country of the player who achieved each world record
- Press the **FIRE** button to return to the menu

## OPTION 8: OPENING CEREMONIES

- Allows you to view the opening ceremonies

## OPTION 9: CLOSING CEREMONIES

- Allows you to view the closing ceremonies

---

# THE GAMES

## Triple Jump



The stadium is alive with excitement as the athletes prepare to compete in the first track and field event. The triple jump consists of three continuous, fluid actions: the hop, the step, and the jump.

Victory in this event requires strength and coordinated, fluid movement!

- Press the **FIRE** button to start running down the track
- When you reach the takeoff line, move the joystick to the **RIGHT** to begin the “hop”
- As you land after the hop, move the joystick to the **RIGHT** again to initiate the “step”
- As you land from the step, move the joystick **LEFT** to begin the ‘jump”
- Finally, push the joystick FORWARD to give yourself a final boost as you fly through the air into the landing pit.

**Note:** The joystick movements correspond to the movements of your feet. (i.e. Move the joystick **RIGHT** to jump off from the right foot).

- Timing is important in this event. You must move the joystick at just the right moment to perform each action correctly
- The right moment to move the joystick for the takeoff, or hop, is just as you reach the takeoff line
- The proper time to move the joystick for the step and the jump is just as you land from the previous jump
- The judges will declare a fault if you move the joystick too late for any of the three actions
- After each jump, press the **FIRE** button to continue play
- You get three attempts in the triple jump
- The longest of your three attempts becomes your final score
- The winner is the player who achieves the greatest distance in a single attempt.

## Rowing



Single sculls is the most demanding rowing event in the Games. Alone in your boat, you confront a single opponent in head-to-head competition. Be ready to bend to the oars when the countdown reaches “GO.” Keep a steady rhythm going, because a single stroke can mean the difference between victory and defeat!

- When “PRESS YOUR BUTTON” appears on either half of the screen, the player whose name coincides with that part of the screen must press the **FIRE** button on his or her joystick. Then, the next player will be asked to do the same. This will begin the countdown
- When the countdown reaches “GO,” begin rowing by moving the joystick **LEFT** to pick up your oars, and then to the **RIGHT** to push them through the water (the stroke)
- Practice in order to get the best rhythm for the fastest movement through the water
- Continue rowing by moving the joystick **LEFT** and then **RIGHT**, alternating the rhythm of the oars
- After the end of the race, press the **FIRE** button to begin the next event
- The winner is the rower with the fastest final time.

## Javelin



Soaring in a long, graceful arc, the javelin brings appreciative cheers when thrown with power and precision. To win, you must build up speed on the runway and choose the right moment to throw. Strive to release the javelin at the best angle for distance in flight and you’ll make a record-breaking throw!

- Press the **FIRE** button to start running down the track
- Keep pressing the **FIRE** button to gain speed on the runway. The more times you press the button, the faster you will go
- As you near the end of the runway, move the joystick **LEFT** to break stride and begin your throw
- As you hold the joystick to the **LEFT**, the javelin will continue to rise. When you release the joystick, it will “lock in” the angle and begin the throw
- If you release the javelin too low, your throw will have a low arc
- Releasing the javelin too high will result in a high throw and a disappointing performance
- The best angle to release the javelin at will be discovered through practice
- If you cross the throwing line, you will incur a fault
- You get three attempts to throw the javelin. Your longest throw will be recorded as your final score
- Press the **FIRE** button to continue after each throw
- The winner is the player with the longest throw.

## Equestrian



This is the pinnacle of competition for horse and rider - a fierce test of skill and endurance. You must be prepared for anything, because even a champion thoroughbred can fall or refuse to jump. Keep a tight grip on the reins and watch out: stone walls can be dangerous!

- Press the **FIRE** button when you are ready to begin
- Watch the countdown at the bottom of the screen. When it reaches "GO," push the joystick **UP**/forward to start the horse
- Your horse's speed will increase each time you push the joystick **UP**/forward
- As you arrive at each barrier, move the joystick to the **RIGHT** to make the horse jump
- If you move the joystick too early or too late, the horse may refuse the jump
- As your horse lands, push the joystick to the **LEFT** to prevent him from falling
- If your horse stops in front of a barrier, he has refused to jump
- Pull the joystick **DOWN**/back to make the horse turn around
- Go back far enough from the barrier to build up speed for the jump, then push the joystick **UP**/forward to turn the horse around again and continue on the course
- If your horse falls, press the **FIRE** button once to get back in the saddle and then press it again to start the horse
- Penalties are assessed for refusals and falls. You are also penalised for exceeding the time limit for the course

#### Penalty Reason

6 points Each time you fall

20 points Each refusal to jump

1 point Every second that your time exceeds the optimal time of 50 seconds

- You can be disqualified if:
  - Your total points from faults and refusals exceeds 99
  - Your total time exceeds 100 seconds
- This is a very difficult event. Success requires practice and concentration
- Try to anticipate the next obstacle and strive for a smooth transition from one jump to the next
- The winner of this event is the contestant with the lowest score.

## High Jump



A cheer wells up from the crowd as you approach the high-jump bar for your final attempt. Already you have shattered the record. Two and a half meters. Now you are striding toward a bar set even higher. Gather your strength and feel your legs explode as you soar over the bar!

- The display at the bottom of the screen shows the contestant's name and country, and the bar height. The bar begins at the minimum height
- If you wish to compete at that height, move joystick to the **RIGHT**. If not, then move the joystick to the **LEFT** to answer "NO." If all of the players decide not to jump, the bar is raised and the question is asked again
- After you accept a bar height, the display will read "**FIRST ATTEMPT**", "**SECOND ATTEMPT**" or "**THIRD ATTEMPT**"
- You will now be running toward the high jump on your approach
- As you make your approach, move the joystick to control your position and speed:

- **RIGHT** to run faster
  - **FORWARD** to approach closer to the bar
  - **DOWN**/backward to widen the angle of your approach to the bar
- Press the **FIRE** button to jump. If you do not press the button you will run past the bar. You may then repeat the attempt without penalty
- Push the joystick **UP**/forward to flip up and over the bar
- You get three attempts to clear each height. Three successive failures eliminate you from the high jump competition
- You may refuse a jump even after you have made one or two attempts at a given height. You will then be able to compete at the next height
- The bar height is raised after each round
- The winner of this event is the last player to be eliminated.

## Fencing



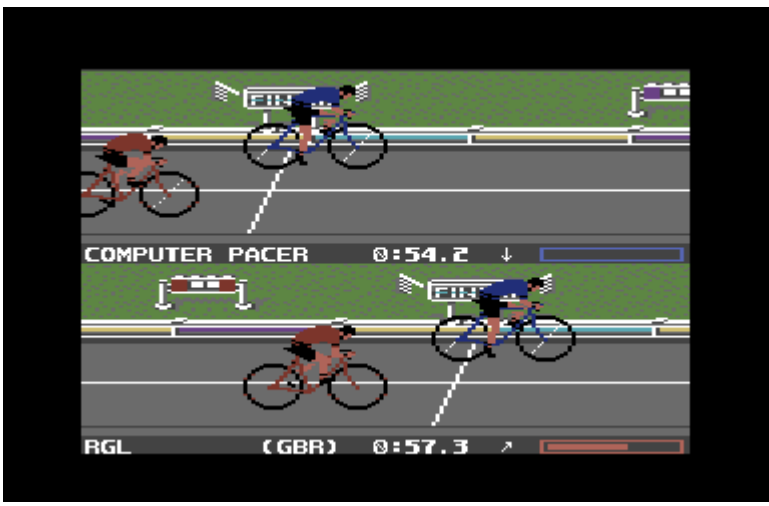
You need good strategy, flawless timing and lightning reflexes to capture the gold in this event. Try to stay on the attack, but don't ignore your defences. En garde!

- The fencing competition is a "round-robin" tournament. The names of the first two contestants are displayed on the scoreboard at the bottom of the screen
- The first player named on the scoreboard is always the fencer on the left of the screen, and the second player is the fencer on the right
- Press the **FIRE** button to salute your opponent and begin the bout
- For defence, move the joystick to try to block your opponent's moves
- To block (parry) your opponent:
  - Move the joystick **UP**/forward or **DOWN**/backward to position your foil at the same level as your opponent's foil
  - Move your joystick **LEFT** or **RIGHT** to position your foil to the extreme left or right
- Now make a sweeping motion with your foil by moving your joystick in the other direction. If your foil was positioned correctly, you will block your opponent's foil, immobilising it for a brief moment. You can now thrust to score a hit on your opponent
- For attacking moves, and to control your fencer's movement on the field of play, press and hold the **FIRE** button and then move the joystick:
  - **UP**/forward to thrust with your foil and recover to a defensive posture
  - **DOWN**/backward to thrust and advance
  - **LEFT** to move left on the playing field, or "fencing piste"
  - **RIGHT** to move right on the fencing piste.

**Note:** You must return the joystick to the centre position before pressing the **FIRE** button, or your move will not be recognised.

- A successful thrust scores a hit against your opponent
- Retreating too close to the edge of the fencing piste will score a hit against you
- The scoreboard displays the number of hits scored against each fencer
- The winner of a bout is the player who scores the most hits against his opponent
- A bout lasts until three minutes have elapsed. or, until five hits are made against a fencer
- If a score is tied at the end of three minutes, a one-minute "sudden death" fence-off begins. The first player to score a hit is declared the winner. If neither player scores a hit during the fence-off, both players are assessed a loss
- Strategy is crucial in this event. You must try to catch your opponent off guard, parrying and fainting (by pulling back) before thrusting for a hit
- If your blade is parried, you are temporarily defenceless and the only possible move is retreat
- After completing a bout, press the **FIRE** button on the joystick to continue
- The winner of the fencing competition is usually the player who wins the most bouts in the tournament. The actual rankings are determined by the number of points awarded for the margin of victory [ (Wins - losses) x 10,000) + (Hits made - Hits against) x 1,000)

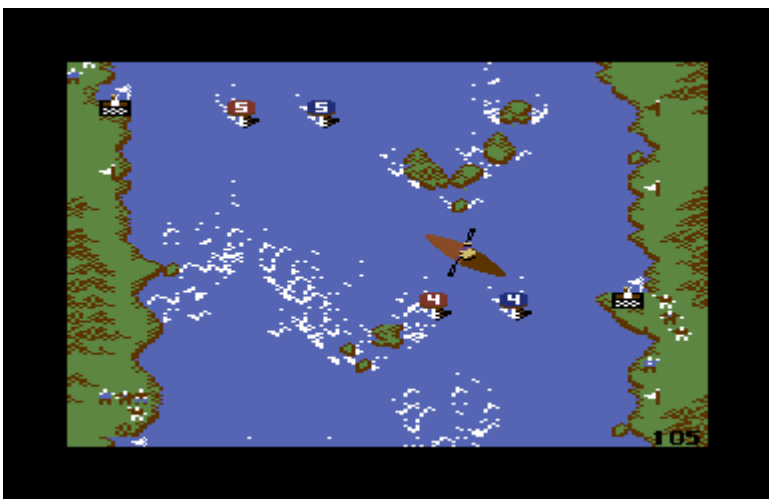
## Cycling



This is an all-out sprint for the finish line. You can't let up even for a moment, because the margin of victory can be a fraction of a second!

- When "PRESS YOUR BUTTON" appears on either half of the screen, the player whose name coincides with that part of the screen must press the **FIRE** button on their joystick. Then the next player will be asked to do the same. This will begin the countdown
- When the countdown reaches "GO," begin pedalling
- To pedal your bicycle, rotate your joystick in a clockwise circular motion
- Watch the pedals of your bicycle. You must move the joystick in the same direction
- A rotating arrow display also indicates the direction in which you should be moving the joystick at all times
- To maintain speed, match the position of your pedals (or the arrow display) as you rotate the joystick
- To go faster, lead the pedals (or the arrow) with your joystick. Be careful if you lead too far, your cyclist may stop pedalling!
- After completing the race, press the **FIRE** button to continue
- The winner of this event is the player who finishes the race in the shortest time.

## Kayaking



Kayaking involves speed, determination, and planning. Handling your boat properly throughout the course is going to take your last ounce of effort!

- Press the **FIRE** button when you are ready to begin
- Each time you move the joystick, your kayaker will paddle once in the direction indicated:
  - **UP**/forward to go forward
  - **DOWN**/backward to back up
  - **LEFT** to turn left
  - **RIGHT** to turn right
- For example, if you want to paddle forward twice, push the joystick **UP**/forward and release it. Your kayaker will paddle once. Now push the joystick **UP**/forward again. Your kayaker will paddle a second time

**Note:** If you hold the joystick in one direction, your kayaker will not keep paddling. You will paddle only once each time you push the joystick.

- You must go through each gate properly to negotiate the course without incurring penalties
- To go through a gate properly, you must always keep the red marker on your left
- There are three types of gates:
  - **DOWNSTREAM NORMAL** : This gate has a red marker on the left and a blue marker on the right. Face forward as you go through this gate
  - **DOWNSTREAM REVERSE**: This gate has a yellow marker on the left and a red marker on the right. You must turn your kayak around and go through this gate backwards. (Red marker will be on your left as you pass through).



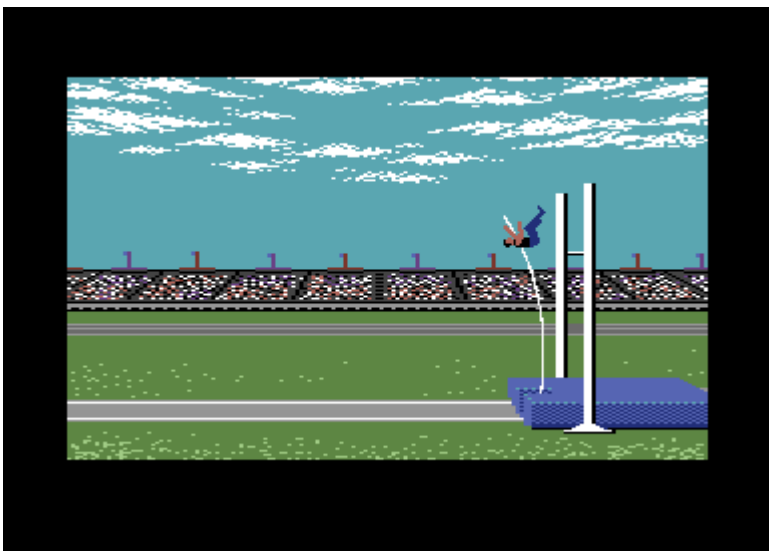
- **UPSTREAM:** This gate has a blue marker on the left and a red marker on the right. Go around this gate and pass through it in the opposite direction facing upstream. Then turn your kayak around, go around the markers (don't go through them again) and continue to the next set of gates. Do not paddle through the gate backwards or you will incur a penalty.
- You receive a 20-second penalty each time you miss a gate or go through a gate the wrong way. Penalties are also assessed if you go through the same gate more than once. You will hear a beeping noise each time you incur a penalty
- When you complete the course, a recap screen will display the gates you missed, completed, or went through incorrectly, as well as your total time.
- To improve your score, try to anticipate each gate and position your kayak accordingly. Always be thinking a gate or two ahead, and don't be afraid to paddle backwards to get into position (a missed gate is worse than a couple of seconds of lost time)
- After completing the course, press the **FIRE** button to advance to the next event.

The winner of this event is the player who completes the course with the fastest time (including penalties).

## SUMMER GAMES I EVENTS

If you selected YES to OPTION 6: SUMMER GAMES I EVENTS, then there are an additional eight events:

### Pole Vault



You need agility and superb timing to perform well in this event. It takes sprinting, lifting, and gymnastic skills - coordinated in split seconds of fluid movement!

- The display along the bottom of the screen shows the competitor's name and country, the bar height, and status messages.
- The bar height is initially set at 4 meters. A status message will ask "TRY THIS JUMP?"
- If you wish to compete at that height, push the joystick forward to answer "YES." Or, pull the joystick back to answer "NO," and press the FIRE button. The next player then gets the same option. If all the players decide not to jump, the bar is raised and the question is asked again

NOTE: Competition CAN begin at any height up to five meters. When the bar is raised to five meters, competition MUST begin before the height is increased. Move joystick forward or back to change bar height.

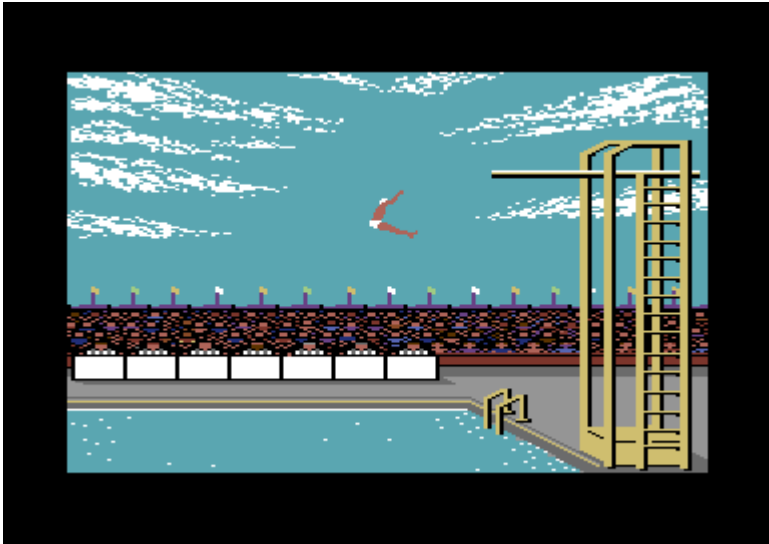
- After you accept a bar height, a status message asks you to "SELECT POLE GRIP." Use the joystick to select your grip:
- UP/FORWARD for a HIGHER pole grip
- DOWN/BACK for a LOWER pole grip
- LEFT or RIGHT for MEDIUM, and press the FIRE button. (The high grip can give you more height, but the low grip is easier to use for low jumps.)
- When the status message says "READY TO JUMP":
- Press the FIRE button to start running toward the bar.
- Pull the joystick DOWN/BACK to plant your pole in the vault box (which appears as a dark notch in the landing pad).
- Push the joystick UP/FORWARD to kick up and flip over the bar.
- Press the FIRE button to release the pole.

Timing is critical in this event. You can fail to clear the bar if you:

- Plant the pole too soon or too late (missing the vault box).

- Kick up too soon (hitting the bar) or too late (letting the pole fall against bar).
- Release the pole too soon (losing control) or too late (letting the pole fall against bar).
- You get three attempts to make a successful vault at each height. Three successive failures eliminate you from competition in this event.
- After each round, the bar height is raised.
- The winner of this event is the last player to be eliminated.

## Diving



Stand on a platform 30 feet above the water. Feel the tension rise as the crowd watches your every move. It's time to Show your "best stuff" with four tricky dives: forward, backward, reverse and inward. As you take the plunge, remember: Form is Everything!

- Press the FIRE button to take off from the diving board.
- Use the joystick to control your body position and rotation speed. Push the stick:
- RIGHT for a tuck position, and the fastest rotation.
- DOWN/BACK for a pike position and the second-fastest rotation.
- LEFT for a half-pike position, and slower rotation.
- UP/FORWARD for a layout position, and the slowest rotation.
- After every dive, the Judges' scores appear in boxes across the center of the screen. A dive is considered perfect (for a score of 10 points) if the body enters the water vertically and fully extended, either head or feet-first. Any deviation from this ideal entry position costs you points, with a minimum score of zero.
- A second scoring factor is the Difficulty Rating, based on the number of rotations and different positions achieved in a dive. This Rating starts at 1.0, and can go as high as 4.1. increasing with the complexity of the dive.
- The total points for each dive are calculated by eliminating the high and low Judges' scores and multiplying by the Difficulty Rating.
- To get a high score, attempt the most difficult dive you can successfully perform. Easy dives get low Difficulty Ratings: complex dives may earn low scores if they are executed poorly: Remember both of the factors used in scoring this event.
- Three status displays give you this information:
- A DESCRIPTION screen names the next dive you are to perform.
- A DIVE RATING screen indicates the score for your performance.
- A CURRENT STANDINGS screen shows the total points won by all the competitors in this event. Press the FIRE button to change screens.
- The winner of this event is the competitor who scores the most points for the four dives.

## 4x400-Meter Relay



It takes speed, pacing, AND perfect teamwork from all four runners on your relay team to win this exciting race. Be sure to watch their vital signs closely - a collapse could be a disaster. And remember, don't fumble the baton!

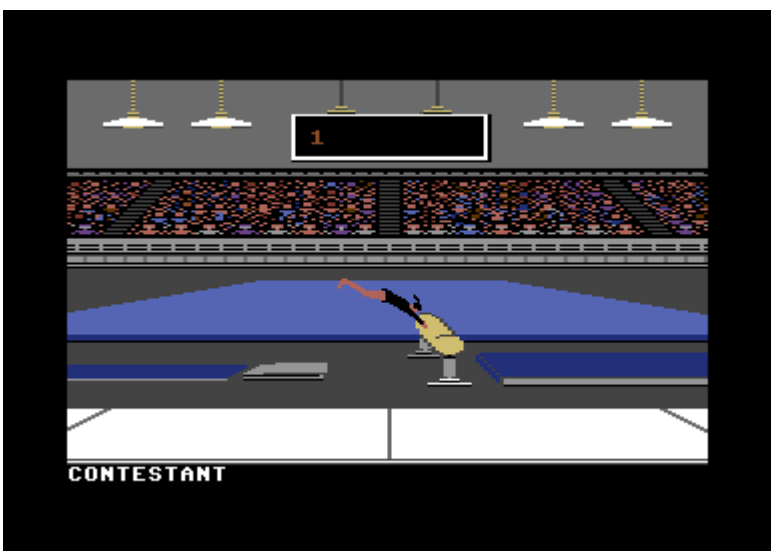
- Press the FIRE button to set your first runner at the starting line.
- When both runners are in place, watch the countdown: "MARK....SET..." The starting gun fires. "...GO!"
- Move the joystick to the RIGHT to start running. A false start means the countdown begins again. Be careful - two false starts disqualify you.
- Move the joystick to control your runner's speed: CENTER for normal running. LEFT for "coasting" RIGHT for sprinting.
- Pacing is crucial in this event, so watch the gauge at the bottom of the screen to monitor your runner's energy reserves. When the bar is long and white, your runner has plenty of energy. As the bar disappears your energy is depleted. Control your runner's speed to move them as fast as possible without becoming exhausted. They lose energy while sprinting and regain it while "coasting."
- If a runner tries to sprint with little or no energy left, his performance will drop off sharply. Make the runner coast to reduce his speed and regain energy (but don't let him fall too far behind!).
- Each of your runners has a different amount of stamina. Learn their individual traits in order to decide how to control their pace.
- All runners tire more quickly in the first part of "their leg" (or turn) than they do in the second part. Runner one can't regain his energy as fast as runner four can, while runner two loses energy faster than runner three.
- To pass the baton, press the FIRE button. Time the pass for the moment when both runners are close to each other; otherwise, you'll lose precious seconds while your progress stops.
- When your fourth runner crosses the finish line, your race time will appear in place of your name.
- The winner of this event is the team with the best time.

## 100-Meter Dash

All-out SPEED is the key to winning this race!

- Press the FIRE button to set your runner at the starting line.
- When the race begins, increase your running speed by jiggling the joystick as rapidly as you can, either side-to-side or up and down.
- The winner of this event is the runner who crosses the finish line with the best time.

## Gymnastics



This is the supreme test of grace and precision. Strive for a performance of athletic artistry as you vault from a springboard to the horse, then to the floor. The crowd will really appreciate your attention to form!

- Press the FIRE button to get set.
- Release the button to start your run.
- Press the button again to jump onto the springboard.



- You will get a more powerful vault nearer the edge of the board. Jumping too soon or too late will make you miss the board entirely, and you will have to start again. A second miss will disqualify you from the round.
- Hold the joystick RIGHT or LEFT as you leave the springboard to perform a 180° axial body twist. This maneuver increases the difficulty of your performance and makes a higher score possible (if you successfully complete your attempt).
- Press the FIRE button to push on the horse. The most powerful push-off occurs when the body is nearly vertical.
- In the air, move the joystick to control body position and rotation speed:
- UP/FORWARD for a full-tuck position, at fast rotation.
- CENTER for a layout position, at medium rotation.
- DOWN/BACK for a landing position, at slow rotation. You must be in this position for a correct landing.
- The scoring is based on both execution and difficulty, and is displayed after your landing.
- EXECUTION is considered perfect if you land completely upright on your feet. In a near-perfect landing, you take a step. Use the joystick to straighten up by pushing it in the opposite direction that your gymnast is leaning. By making this last-second correction, the landing will be judged successful, with only a slight penalty. If your gymnast falls there will be a greater score penalty.
- DIFFICULTY is judged by the number of different maneuvers performed in mid-air. Scores are lowered by poor landings, poor height off the horse and vaults that involve few maneuvers.
- The highest possible score is awarded for a perfect landing after a 180° twist, with maximum height from the horse, followed by a triple somersault.
- The winner of this event is the competitor who scores the most combined points for two consecutive vaults.

## Freestyle Relay



Be ready to spring from your starting block when the countdown reaches “GO.” Just a fraction of a second can decide this furious swimming race. It takes power, coordination and strategy to keep your four swimmers ahead!

- Press the FIRE button to position your first swimmer at the starting block.
- When both swimmers are in place, watch the countdown: “MARK ... SET ... GO!”
- Move the joystick to the RIGHT to jump into the water. Don’t jump too soon - an early takeoff is a false start and the countdown will begin again. Three false starts disqualify you from the race.
- Press the FIRE button every time your swimmer’s arm enters the water. This gives you a “power stroke,” and more speed.
- When your swimmer reaches the far end of the pool, about half way through the section marked with red floats, lean the joystick LEFT for a kick-turn. Turning at just the right time gives you the best head start for your return lap.
- As your swimmer completes the return lap, lean the joystick RIGHT to start your next relay racer: The new swimmer should leave the starting block just as his teammate reaches the end of the pool. If you make this move too early or late, the action stops and you’ll lose precious time!
- When your fourth swimmer completes his return lap, the clock displays your final time for the race.
- The winner of this event is the team with the best final time.

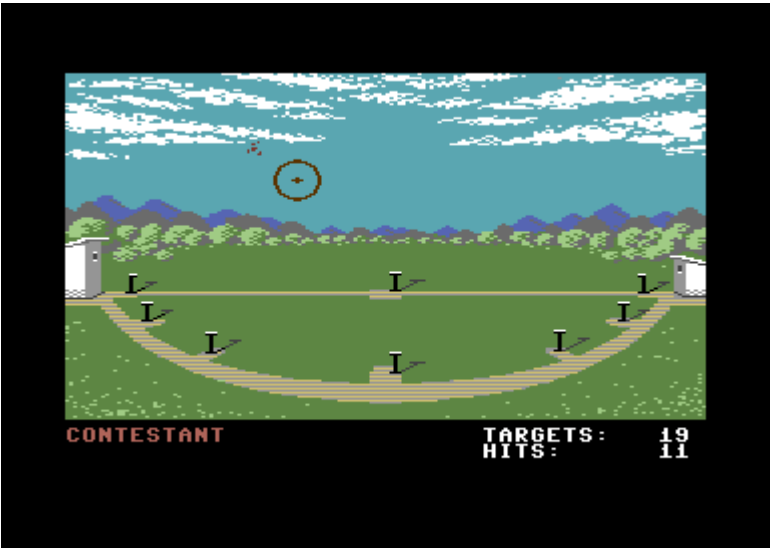
## 100-Meter Freestyle

This race is like the Freestyle Relay, except that a single swimmer completes just two lengths of the pool. To win this “swimming sprint” concentrate on getting a good start and keeping a strong power stroke. Just a split second can be the margin of victory!

- The start, kick-turn and power stroke are controlled the same way as in the Relay event.
- This race is over when your swimmer completes his return lap.

- The winner of this event is the swimrner with the best final time.

## Skeet Shooting



Out on the SUMMER GAMES skeet range you need steady nerves, an eagle’s eye, and lightning reflexes to win this supreme test of marksmanship. Learn the patterns of the clay pigeons, focus your attention, and keep your sights steady as you fire away!

Move the joystick to aim your gunsight. Remember, gravity slowly but constanlly pulls the sight downward, so your aim won’t stay fixed unless you keep correcting it. This means you can’t just set your aim and wail for a target. If you follow a target, the gravity effect is very minor. Press the FIRE button to release the targets from the trap houses at the sides of the range, and again to shoot. You get only one shot for a single target and two shots for a double target. Make them count! One point is scored for each hit. Each round of shooting consists of 25 targets. They appear in a standard sequence-as you move through eight shooting positions. Positions start from the left, move to the right, and finish at lhe center station. Pay attention to the order in which targets are thrown. The winner of this event is the shooter who scores the most hits in a round of 25 targets.

## SCORING

### AWARDS CEREMONY

After every event the names, countries, and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen. and his or her country’s national anthem is played.

### CHAMPION CEREMONY

If players compete in all SUMMER GAMES 11 events, a Grand Champion of the games is selected based on the number of medals awarded.

#### Medal Points

Gold 5

Silver 3

Bronze 1

The points are totalled after all events have been completed. and the player with the most points is honoured as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event.

### CLOSING CEREMONY

Following the awards ceremony for the final event, a thrilling Closing Ceremony brings the games to an end. Daredevil Jet rocket flyers zoom across the arena, fireworks light up the sky, and the famous EPYX blimp flies across the stadium, closing out another exciting edition of SUMMER GAMES II.

## Credits

PROGRAMMER: Epyx Games
DESIGNER: Larry Clague, Jon Leupp, Scott Nelson, kevin Norman, Chuck Sommerville
MUSICIAN: Bob Vieira

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**EPYX**

**STREET SPORTS™**

# Basketball



**Commodore  
64®/128™**









DISK 185070



# Controls

Player 1

Player 2

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	Fire
 	Fire

# Street Sports Basketball

Put together your team from the best on the block and decide where to call your court. Dribble, pass and shoot your way to victory over a range of opponents - it's down to you to choose the right moves and make the best shots in this fast-paced game of street basketball.

## Scenario

Round up your friends! Grab a ball! It’s time for STREET SPORTS™ BASKETBALL.

Everybody wants to play. There’s Butch, a great leaper, and “Magic”. There’s Kevin, a straight A student and genius of the basketball court, and Dana, who’ll add spice to any game. Brad, Julie, Melissa, Ralph, Vic, and Radar— they’re all ready to play. And though they may be just the kids next door, when it comes to hook shots and slam dunks, they’re pros.

So flip a coin. Choose up sides. Out on the street, the action’s just about to begin!

## OBJECTIVES

STREET SPORTS BASKETBALL challenges your ball handling skills in a fast-paced game of street basketball. Choose where you want to play - the school playground, a city parking lot, out in the suburbs or in a back alley. Put together your own team from the best on the block. You can play with a friend or against the computer. Dribble, pass, and shoot - it’s up to you to make the right moves and take the best shots.

While you rack up points, STREET SPORTS BASKETBALL automatically keeps score. Winning requires a careful combination of strategy, team play, and some fancy footwork on the court. You’ll need a sharp eye and a quick hand to come out on top. But win or lose, there are plenty of thrills.

## GETTING THE GANG TOGETHER

Choosing the Court So where do you want to play? The first menu screen of STREET SPORTS BASKETBALL gives you four choices:



- the school playground
- a back alley
- a street out in the suburbs
- a parking lot

To make your choice, move the joystick left or right and you'll see the name of each court highlighted. Keep in mind: each court has its own advantages - and disadvantages. See that oil slick in the back alley? That could mean trouble. Notice that high curb on the suburban court? Dribbling the ball over that could require some fancy footwork.

Look to the top left corner of the screen for a close-up of the court you've selected. Press the **FIRE** button when you've made your choice.

## SELECTING PLAY OPTIONS

Once you've chosen the court, you'll select the mode of play. If you're playing STREET SPORTS BASKETBALL with a friend, move the joystick to the far **LEFT** choice. (The word HUMAN will be highlighted.)

If you're playing against the computer, move the joystick to the far **RIGHT** choice. (The word COMPUTER will be highlighted.) Press the **FIRE** button when you've made your choice.



When you play against the computer, STREET SPORTS BASKETBALL allows you to choose the skill level of your electronic opponent - Easy, Intermediate, or Tough.

**Choosing Sides** Next, you'll determine uniform colors for each team - green or blue. If you're playing with a friend, the player who wants the green team should press the **FIRE** button. The other player will be the blue team.

Before you begin choosing a team, however, you need a name. You can go with the old names — the Green team vs. the Blue team, or pick new names. To stick with the suggested team names, just press the **FIRE** button. To make up your own names, type in your choice and press the RETURN key.



With the team names selected, it's time to choose sides. See that shining quarter in the top left of the screen? A flip of the coin determines who gets first pick. Move the joystick **LEFT** to call heads, **RIGHT** to call tails. Whoever presses the **FIRE** button first flips the coin. The winner of the flip gets first pick.

Check out the ten players lined up across the middle of the screen. If you want to know more about a certain player, move the joystick **LEFT** or **RIGHT** to get "up close and personal." Press the **FIRE** button when you're ready to choose a player for your team. You can watch the team you select assemble in the lower part of the screen (green team on the left, blue team on the right).



## UP CLOSE AND PERSONAL

**Butch:** Need a topgun? Try Butch. Nobody on the block makes those outside shots like he can. He's got one awesome jump shot - like he's got springs for legs.

**Radar:** Radar can't run so fast, but they call him "The Slammer." Just get him the ball and he'll rocket through the air, stuffing the hoop with an incredible slam dunk.

**Julie:** You can count on Julie in a pinch. She never chokes under pressure. The guys may snicker 'Butterfingers!' behind her back, but Julie always gets the last laugh.

**Melissa:** Melissa's got great moves: she can jam with the best of 'em. She shies away from the spotlight, but if you need to move the ball, get it to Melissa.

**Ralph:** Quick and agile, Ralph makes every move look easy. Sometimes, though, his cap slips over his eyes and he'll blow a crucial shot. (Other times that's just an excuse!)

**Vic:** Who's wearing the radical shades? Just the sharpest shooter on the squad. The others call him a hot-shot, but Vic's one cool dude and he lets you know it.

**Brad:** Okay, so Brad's no superstar. He's an average shooter and an okay ball handler. Brad might not be the greatest, but he's a good team player.

**"Magic":** "Magic's" been playing ball ever since he could walk. Just check out his incredible hook shot and you'll know why they're calling him 'Captain Hook.'

**Kevin:** Known as "The Brain", Kevin's a real whiz, both in school and on the court. He calculates the precise trajectory for every shot, so he almost never misses.

**Dana:** This pony-tailed powerhouse adds spice to every game. She may seem a little cautious, but when things get tough, count on Dana to turn up the heat.

Each team has three players. With the teams selected, move the cursor to PLAY GAME, and press the **FIRE** button to begin. At the start of each game, you choose what score will end the game. Move the joystick **LEFT** and **RIGHT** to change the end-game score, then press the **FIRE** button to begin. (This choice can be made by either player.)

## INSIDE MOVES

### Controlling the Players

During the game, you control one player at a time. The player under your control is identified by a *lighter* uniform. If you don't have the ball, press and hold the **FIRE** button to assume control of another player on the team.

To move your player around the court, move the joystick in the direction you want to go.

### Playing Defensively



Using the joystick, keep your player in a position near the opponent with the ball. A few quick moves with the joystick can keep your opponent off balance. And when the time is right, press the **FIRE** button and the player you control will jump up to block a pass or a shot.

To steal the ball from an opponent, run into the dribbling player face-to-face. Meet head-on and you'll come away with possession of the ball.

**Playing Offensively**

Once you've got the ball, dribble it by moving the joystick in the direction you want to go. You can turn on a dime, make a fast break away from the pack, and clear a space for that dazzling slam dunk. But watch out - your opponents want that ball. To prevent them from stealing it, turn your back if you see them running head-on toward you.



When you're in position to pass to another teammate (your player must be facing the teammate), press the **FIRE** button to make the pass. You can also pass on the run - a good strategy for outplaying your opponents.

To shoot, get into position facing your basket (green team on the right, blue team on the left). Then press the **FIRE** button. The player you control will choose the best shot for the moment — jump shot, hook shot, or slam dunk.

# SCORING

Each basket is worth two points. The score appears automatically at the bottom of the screen.

# END OF GAME

When you reach the score you chose before beginning play, the game will automatically end. To end the game at any point during play, press the RUN/STOP and RESTORE key simultaneously.

Want to play again? You can start another game using the same court and players, or start over and choose up new sides. When the game is over you will be asked if you want to play again with the same teams. Choose *Yes* to play again. Choose *No* to choose new team members, a new court, and a new end-game score.

# CREDITS

Original program and design by Andrew Spencer.  
Original artwork for Commodore 64 by Suzie Greene, Sheryl Knowles, and Michael Kosaka.

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**EPYX**

**STREET SPORTS™**

*Baseball*



Commodore  
64<sup>®</sup>/128<sup>™</sup>

DISK

184075



## Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↖ ↙	Fire
●○○○	x
○●○○	x
○○●○	x

## Street Sports Baseball

The diamond could be a vacant lot or a parking lot and the home plate may be nothing more than a trash can lid, but the rules are the same. Three strikes and "yer out". Four balls and you walk. Choose your team and play in every position. Choose a NEW game to select and name your team, or choose RANDOM to have a team picked for you. Play ball!

## Scenario



*It's the bottom of the ninth, the bases are loaded - and it doesn't take a semi-pro like Magic to know the score is tied. Tina's up at bat. On the mound, Ralph's got her in his sights (as long as his cap doesn't fall down over his eyes). He winds up, throws ...*

*Will it be a curve ball or a slider this time? Will Tina connect to drive in the winning run...?*

*The diamond may be a vacant lot or a parking lot. Home plate may be nothing more than a trash can lid. But the thrills and spills are strictly big league. Anything can happen, and almost everything will.*

*Only one thing's for sure when you're playing STREET SPORTS BASEBALL... It's a hit!*

*STREET SPORTS BASEBALL offers all the hard hitting action of real baseball. And you don't have to worry about being rained out!*

*The rules are the same as in the big leagues. 'Three strikes and "Yer Out!". Four balls and you take a walk. But in this game, you'll play everything from manager to shortstop, outfielder to "king of the mound." Choose your team from sixteen of the baddest ball handlers on 52nd Street. Once the action begins, you time the swings. You control the pitches. When there's a hit, it's up to you to haul in that long fly ball out of the sky or fire a throw to first base on a close play.*

*A special "split screen" format gives you a close-up of the action and a bird's eye view of the entire field simultaneously. And don't worry about keeping score. The computer does that automatically. All you have to do is keep your eye on the ball. You've got nine innings to prove your team the champs of the neighbourhood... or the chumps.*

*So play ball!*

# Playing the Game

The 52nd Street gang is ready and raring to play. But before that first pitch whistles across home plate, you've got to choose up sides, assign positions, and work out a batting order.

## Selecting Play Options



Before you begin, you must make several choices. First you must choose which playing field you want to use - the vacant lot or the parking lot. Press the joystick **LEFT** or **RIGHT** to highlight your choice, and press the **FIRE** button.

You can play STREET SPORTS BASEBALL alone against the computer, or with a friend. Move the joystick **LEFT** or **RIGHT** to indicate HUMAN (against another person), or COMPUTER (against the computer). When you've highlighted your choice, press the **FIRE** button.

Next, STREET SPORTS BASEBALL gives you three choices of play. You can choose from the following options.

- NEW: choose your team player by player:
- OLD: load a previously chosen team which was saved to disk; or
- RANDOM: have the computer choose the players at random.

If you choose RANDOM, the computer will randomly pick, position, and set the batting order of the players for each team. And the game will then begin.

If you choose OLD, you can play with previously picked teams which were saved on disk. You will have the option of changing their field positions and batting orders, or playing with them as they were saved.

Note that you should use THEC64 Joystick's MENU to save your progress in the game, rather than the OLD option described here.

If you choose to pick NEW teams, STREET SPORTS BASEBALL gives you a chance to name your teams. Type in the name you choose and press RETURN. It will appear automatically on the scoreboard when the game begins. (This is not an option if you choose to play with an OLD team or a RANDOM team picked by the computer.)

### Heads or Tails?

The action pits the Home Team against the Visitors. A flip of a coin will decide who picks first, and who is the visiting team (only when playing with NEW teams). Press the joystick **LEFT** to call heads, **RIGHT** to call tails. Then press the **FIRE** button to flip the coin (by tradition, the Visiting team is always first up at bat).

### Choosing Sides

Take a good look at the 52nd Street Hall of Famers lined up on the screen. Move the joystick **LEFT** or **RIGHT** to get "up close and personal" with this rough and tumble crew. If a player is eligible, you can read their description. Once a player is chosen, the first three letters of their team name appears below each character.

The Visiting Team chooses first, then the Home Team, alternating until there are eight players on each team. When the player of your choice is indicated on the screen, press the **FIRE** button.

# The Hall of Famers

What these kids lack in big league flair they sure make up in local colour. It's your job to put together a team that can hit and field its way to victory.

Name	Description
RADAR	Knows where the ball is going at all times.. He's one of the hardest runners and throwers in the 52nd Street league. And he "drives" the other team crazy when he's up at bat
MAGIC	He's unbelievably well-rounded. Never makes an error. Throws and runs like a semi-pro. Bats 'em high and deep
BRAD	He changes baseballs into bullets with his ballistic throws. And his line drive hits have a similar quality. Unfortunately he has no wheels
RALPH	His teammates grimace when he gets the ball cause his arm is on the weak side. And he tends to strike out. But he never makes an error and he's an o.k. runner
KEVIN	Wooooshhh! No one wants to get in his way when he's on the run. He's a team's fastest weapon. Nifty fielder too
VIC	Thinks he's a Don Johnson look-alike. But looks more like he's blind when it comes to playing the field. Strokes long shots when he's up at bat though
BOJO	Throws his weight around at the plate. But often swings too late - like when the ball is already in the catcher's mitt. Good arm (though his glove is suspect)
DAVID	Airlines have to take an alternate route when he's up at bat. His long fly balls go first class all the way. Non-stop. Unfortunately his fielding is second-rate
BUTCH	Plays ball like he slam dances. A little wildly and recklessly. He "pops-up"" too much and throws like a sissy. But he rarely blows a catch - no mater how difficult
BOB	He's an all-around kind of guy. He's a good fielder, has a rifle arm, and runs like a champ. But he shines brightest when cracking screaming liners over the infield
JULIE	The guys think she throws pretty good "for a girl". Truth is, she throws better than most of them. Only problem is she gets excited at bat and tends to strike out
KIM	A real free-spirited girl. Tends to lose concentration when she's in the outfield. But she makes up for it with some peppery hitting and hustle on the bases
TINA	This girl wants to make it to the big leagues some day. She's always operating at top speed - on the run, up at bat, and in the field
DANA	"Hustling" isn't her strong suit. Once she's hit one of her trademark drives, she has trouble circling the tires . And she's known as a "marshmallow tosser."
MELISSA	She's the kind of "heads-up" player you can count on in the clutch. Always into the game. And her high-powered arm gets lots of attention too
KITTY	A spray hitter. Known for her great slides, she always tries to turn a single into a double. Too bad she boots so many chances in the field

# Field Position

Who's on first? Who's "King of the Hill"? Who patrols the outfield?

That's up to you. This is where strategy counts. If you want to go with the field positions that appear on the screen, position the joystick **LEFT** and press the **FIRE** button. If you want to make changes, follow the instructions on the screen to choose a new player for each position. When all changes have been made, follow the directions on the screen to move on to the next option.

# Batting Order

Choosiing the best team is one thing - making the most of all that talent is another. Here's where your skins as manager and coach come in. First, what's your batting order gonna be? You can go with the batting order that appears on the screen (position the joystick on the **LEFT** and press the **FIRE** button). Or you can create your own batting order. Use the joystick to locate the player you want for the spot in the batting order and press the **FIRE** button.

The program will then give you one more chance to make changes. If you want to make more changes, the program will go through the entire sequence of options over. If you don't want to make any more changes, move the joystick **LEFT** and press the **FIRE** button.

The last option you have before going on to play the game is for saving your newly created teams. Save the teams you've just created by moving the joystick **RIGHT** and pressing the **FIRE** button. If you don't want to save your newly created teams, move the joystick **LEFT** and press the **FIRE** button.

Note that you should use THEC64 Joystick's MENU to load your progress in the game, rather than the Save option described here.

# Diamond in the Rough

STREET SPORTS BASEBALL gives you a “split screen” view of the action.

- on the left: a close-up of each play
- on the right: “a bird’s eye view”, of the whole field, so you can keep an eye on the big picture (except when a pitch is thrown).

Above the scoreboard indicates team names, score, player at bat, the current inning, and the count on balls, strikes and outs.

OK, OK, so there are a few obstacles out there on the field. (What did you expect - astro turf?) This wouldn’t be STREET SPORTS BASEBALL if there weren’t! A tree stump. A bush or two. A puddle where you least expect it. Part of the challenge is to keep one eye on the ball... and the other on that bird bath you’re about to trip over. One little stumble can slow you up just long enough to let the opponent’s runner grab another base.

By the way, that trash can lid in the infield isn’t an obstacle, it’s home plate. That old tire is second base, and first base is an old cardboard box. Nobody’s quite sure what third base is, though it looks suspiciously like Bojo’s old red jacket.

## Play Ball!

The Visiting Team is up first. With three outs, the sides will change automatically. Before the action begins, here are a few tips on play.

### When You’re Up at Bat

You control each batter in the line up. Keep your eye on the pitcher. The next pitch could be slow or fast, an inside or outside curve, or a little bit of all. To swing, press the **FIRE** button. If you’re playing against the computer, you must press the **FIRE** button once as a practice swing to let the computer know you’re ready for the pitch.

The pitch is made, and... Crack! It’s a hit! The status line at the bottom of the screen tells you if it’s a grounder or a flyball (and whether it’s to the infield or outfield) a foul ball, or awright! - a home run. (Going... going... gone!)

### When You’re on Base

If there’s another runner on the next base, he or she will automatically advance. If you’ve got a player on second or third, and no one behind him, he’ll stay put - unless you hold the **FIRE** button down.

If the play at the base looks like a close call, you can slide in by pulling the joystick **DOWN**. This betters your chances of advancing bases safely.

### When You’re On the Mound



You begin each play by controlling the pitcher. Here’s where good hands and nerves of steel come in handy. Choose from four basic pitches:

- Fast ball: pull the joystick down
- Slow ball: push the joystick up
- Right curveball: push the joystick right
- Left curveball: push the joystick left

Press the **FIRE** button to let ‘er rip. And remember the joystick controls the ball all the way to the plate. So you can curve the ball wide to the right and then pull it in and over the plate. Or start out slow and wing it fast over the plate.

But don’t get wild. Bean the batter with a wild pitch and it’s an automatic walk - just like in the big leagues.

### When You’re Playing the Field

As soon as a batter connects with the ball, STREET SPORTS BASEBALL shifts your view to the field. Check out the bird’s eye view on the right to see where the ball is headed. (The status line below the screen will tell you the kind of hit you’re up against.)

Use the joystick to move the fielder under your control **LEFT**, **RIGHT**, **UP**/forward, or **DOWN**/back to get into position. If it's a flyball, the trick is to get under it and catch it. If it's a grounder, try to get in front of the ball to stop it.



To throw to one of the bases, use the joystick to direct your throw, and press the **FIRE** button when you're ready to throw.

## End of Game

A full game is nine innings. The scoreboard marks each inning of play. At the end of the bottom of the ninth, the game will automatically end, if the game is not tied. If the game is tied, the game will continue until there is a winner at the end of an inning. To end the game at any point during play, press the RUN/STOP and RESTORE keys simultaneously.

Wanna play again? You can start another game with the same team by highlighting Yes, and pressing the **FIRE** button. The game will begin again at the top of the first inning with the same players and positions.

To restart on THEC64, use the MENU button and select 'Exit Game' and then press FIRE to immediately launch the game again from the carousel.

## Credits

PROGRAMMER: Greg Omi

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COMMODORE C64



RACK  
HEWSON





# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↖	Fire

# Steel

Board the spaceship Steel and deactivate the defense system. Collect eight purple cartridges found inside housing magazines with red lights. Deactivate eight active yellow terminals by entering the terminal and shooting the heavily protected data-bus to activate the cartridge slot. Insert the cartridges, all found in one room somewhere on the ship to win.

# Scenario

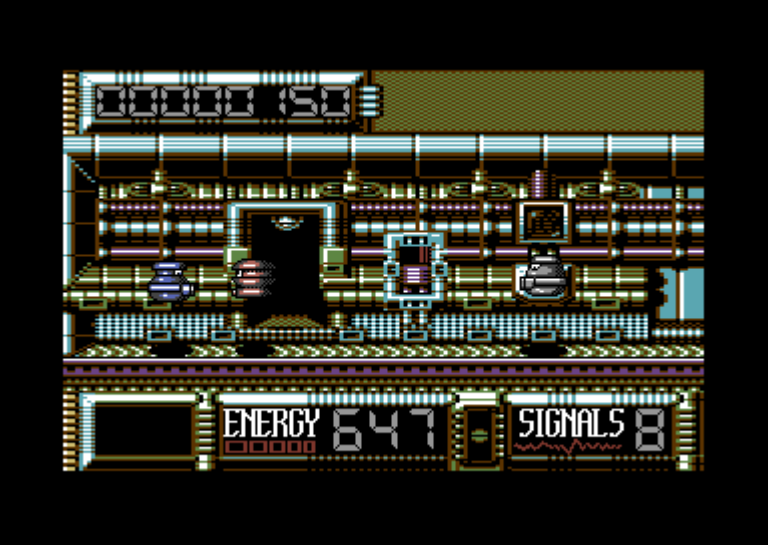


Deep space ship 'Steel' went missing several decades ago. Recently discovered apparently undamaged by a remote probe, it must be recovered.

Your task as a Sentient Type 7 Exploration and Recovery Droid, is to board ship and deactivate the defence system for safe boarding by the follow up crew.



# Playing the Game



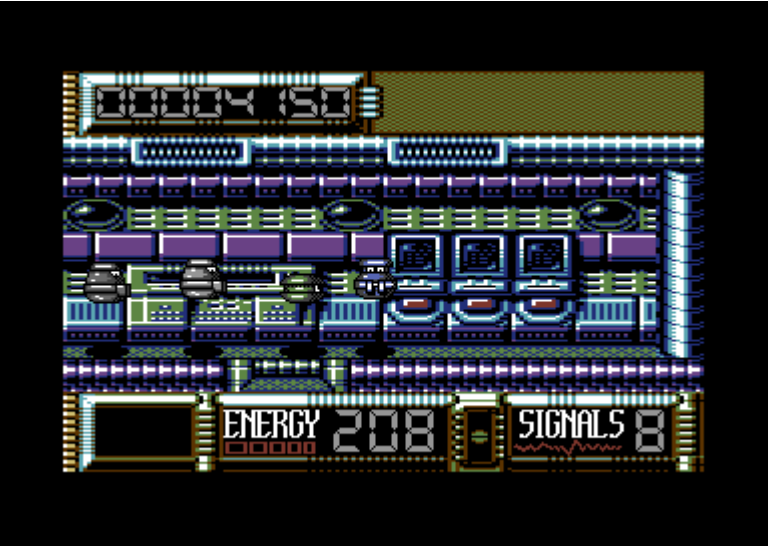
To collect 8 cartridges around the complex and to activate the cartridge slots by deactivating the 8 active terminals, allowing the cartridges to be inserted into the cartridge slots. The 8 cartridge slots are all located in one room somewhere in the complex.

When your droid is near the cartridge room you are warned by the proximity alert In the centre of the score panel.

## Cartridges

Cartridges are purple, and are found in housing magazines which have a red light on top of them.

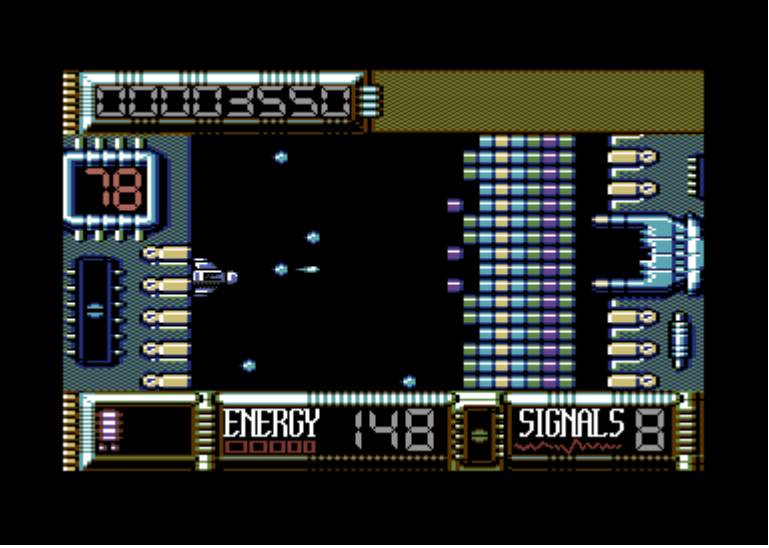
## Droids



The droids found throughout the complex have different characteristics and strengths. Some retreat, others continue to bump you, and some bounce off you and fire a laser at you. The different types of droid will become apparent during the game.

## The Sub-Game

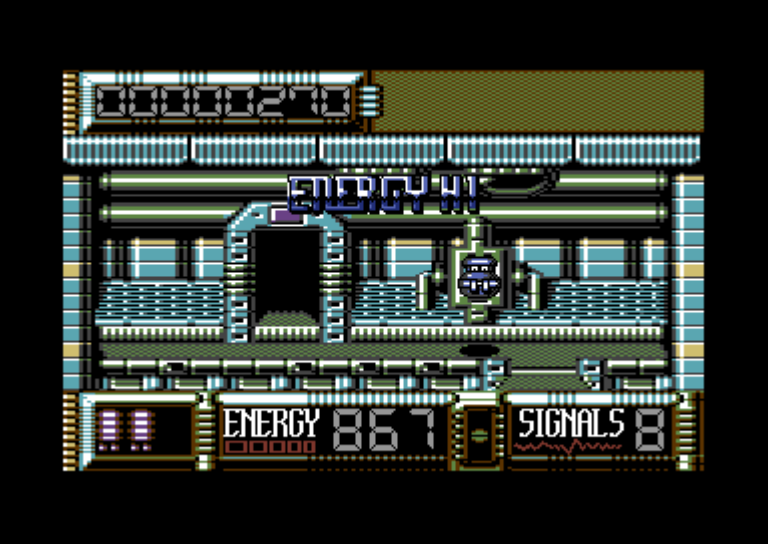
To enter the sub-game, push the joystick **UP** at an active terminal (indicated by a yellow light). Once in the terminal, the object is to shoot the data-bus on the right hand side of the screen within a set time limit. This is made difficult by rotating drivers in front of the bus. The drivers must be shot away by continuous laser fire. Also the pieces fired from the drivers must be avoided as they deplete the timer in the top left of the screen.



If you fail to complete the sub-game, your droid loses some of his energy supply. Each time you complete the sub-game, a cartridge slot in the cartridge room is activated. Then you find the room and insert the cartridge you have collected. Up to three cartridges can be carried at one time (shown at the bottom left of the panel).

# Fuel

Refuelling can be done at refuelling points located randomly around the complex. These are identified by the oscillating graph on their screens. Pushing **UP** on the joystick and pressing the **FIRE** button replenishes energy, pushing **DOWN** and pressing **FIRE** depletes it. Energy costs you score. Warnings appear on screen when your energy gets too low or too high.



# Terminals

These resemble computer terminals and have information scrolling on them. if the light is yellow, it is active. If it's red then it's inactive.

# Hints

You will find a cartridge to collect in the very first location when you begin the game.

Increasing your energy by refuelling is vital to surviving. Find a room where droids won't disturb you to refuel.

Learning to shoot quickly in the sub-game is equally important.

# Credits

PROGRAMMER: Imperial Software Designs  
MUSICIAN: Gary Biasillo





















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# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	Change View
 	Stop/Accelerate Time (hold down button)
   	Display/Hide Map
   	Change Shape
   	Show Score

# Spindizzy

Control G.E.R.A.L.D. and map the strange artificial world discovered in a new dimension. Move around collecting jewels for energy. Use switches when necessary. Because this world is hanging in space, do not drop off the edge. Move quickly but carefully to complete your mission. Bring G.E.R.A.L.D. to a halt, view a map or change its shape. Remember, time is money.

## Scenario

*As we all know, working for the corporation is a hard life and the mission you are to be sent on this time is far from the usual run of the mill stuff. The back room boys have discovered a new dimension that contains a strange artificial world hanging in space.*

*Of course, they want it mapped and as Trainee Assistant Cartographer for Unknown Worlds, the job has fallen to you. Because of the Company's far from noble motivations (it's all government sponsored work you know), time is money. The more time you spend out there the more money the company can claim. The Remote Scout Craft you are given is an old fashioned Geographic Environmental Reconnaissance Land-Mapping Device, known as GERALD. The craft is expensive to maintain so your time is limited. If you do not move fast the mission will be terminated.*

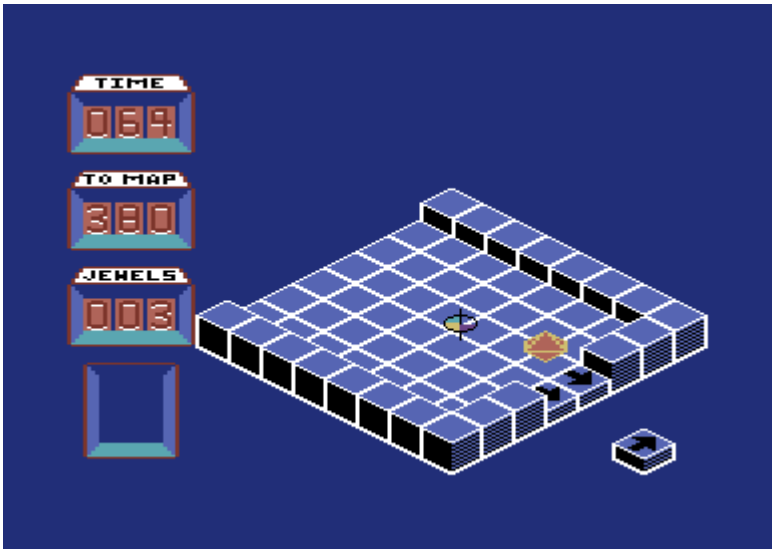
*The ships computer holds the initial radar map of the surface and your task is to explore each area, collecting energy in the form of jewels, for which you will be rewarded with extra time.*

*Since this world is hung in the infinity of space, falling off is not a good idea. Should you lose or destroy your craft it will be re-created and beamed back to the last location visited, but this will cause an enormous power drain resulting in the loss of valuable time.*

*So there you have it - do a good job and the rewards will be great, otherwise... well, you don't want to be a Trainee Assistant Cartographer all your life - do you?*

## Playing the Game

Use the joystick to control G.E.R.A.L.D.



## STATUS DISPLAY

On the left hand side of the screen, the time left to play, the areas left to visit and the number of jewels collected are displayed.

The box at the bottom shows you which switches are activated.

---

## CONTROLS

Pressing the SPACE BAR or THEC64 Joystick button **TL** will stop your craft on any frictional surface.



## MAP

Press 'M' to display the map, or THEC64 Joystick button **A** . Unexplored areas are marked in red. Visited areas in yellow. Any area where a jewel was seen but not collected is marked with a blue 'J'.

## VIEWPOINT

F1, F3, F5, F7 will alter your viewpoint, or press THEC64 Joystick button **B** (each press changes the view). The compass in the lower right hand corner of the screen points North at all times to help with orientation.

## ABORT MISSION

Hold the SPACE BAR down until your time runs out, or press and hold THEC64 Joystick button **TL** to speed up time.

## PAUSE

Press 'P' to pause the game. Whilst paused the border will flash. Any other key will restart the game. Alternatively, just press the **MENU** button on THEC64 Joystick.

## EYE STRAIN

Press 'I' to alter GERALD's shape, or press THEC64 Joystick button **TR**.

---

## Other Functions

### SCORE

Press 'S' to display your current score at any time during the game, or press THEC64 Joystick **C** button.

### COLOUR

Press 'C' to toggle between colour and monochrome display mode.

### CREDITS

Press 'ESC' from the title page will display the credit message.

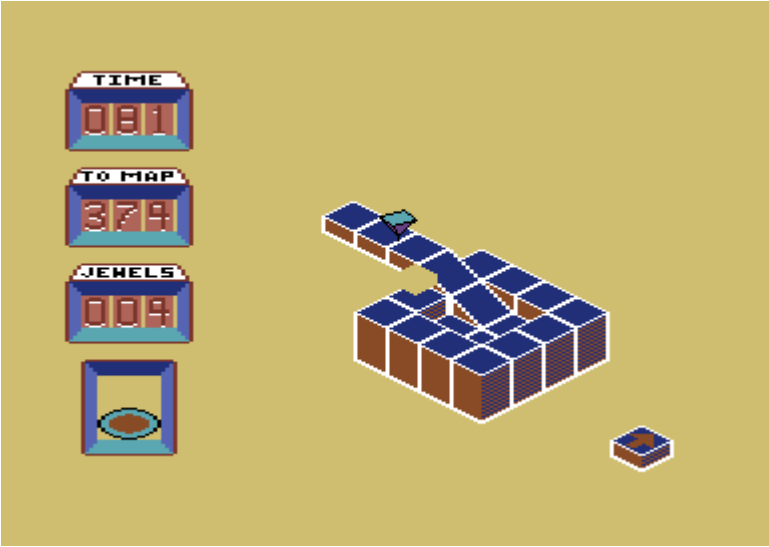
## HINTS

Due east of the starting screen is a beginners section. In this area are simple demonstrations of some playing techniques. Time will run slowly in this section allowing you time to experiment.

Some screens will give a clue as to a switch to activate. This will cause some features to appear or disappear. Occasionally two switches may need to be used together. The clue appears in the bottom left hand corner of the screen.

Lifts maybe used but may need to be switched on. Ice is slippery and trampolines are bouncy!

Make a map; it will help you to find short-cuts (there are quite a few).



## Credits

PROGRAMMER: Paul Shirley  
DESIGN: Paul Shirley  
STORY: Garg  
THANKS: Fred, Bodge, Richard, Wally, Rabbit, Mark, Duncan, Susie

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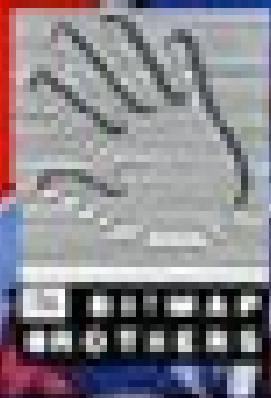
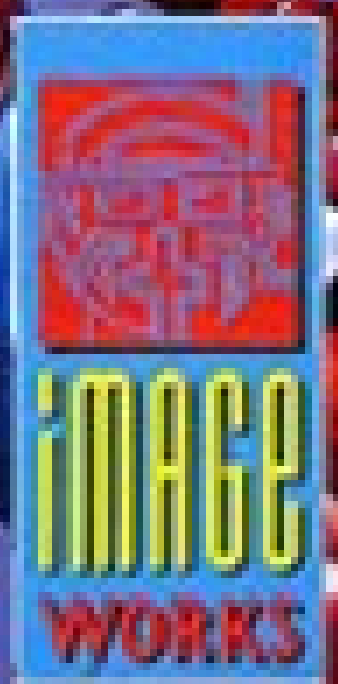
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# SPEEDBALL™











2

BRUTAL  
DELUXE





# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	Fire
 	Fire
 	Quit to Main Menu

# Speedball 2 - Brutal Deluxe

Take control of Brutal Deluxe, the worst team in history. Choose from one or two-player games, knockout matches, leagues, the cup or a practice match. Buy and sell players to improve your team. Send players to the gym to improve their attributes. Use pick-ups, tokens, warp gates and electro-bounce units to give your team the advantage in the arena.

## Scenario

**SOME DAY, ALL SPORT WILL BE PLAYED THIS WAY**

*It's two years since the last ball was thrown on a Speedball pitch. There are new teams, new stadia and new rules. The arena is bigger, the players are tougher and the action is faster than ever before. The challenge is this: Take control of Brutal Deluxe, the worst team in Speedball history, and turn them into champions!*

## Playing the Game

COACHING MANUAL - Issued by the Speedball Players Association 2100 Edition

Option	Description
1 PLAYER GAME	Takes you to the SELECT MATCH screen
2 PLAYER GAME	Takes you straight into a game between 2 teams of equal abilities, either as a solo match, or the best of three, or the best of five. The teams swap ends at half time. See PLAYING A MATCH
DEMO GAME	If you don not make any selections, the game enters demo mode automatically after a short time. Press ESC to exit the demo
Select Match	



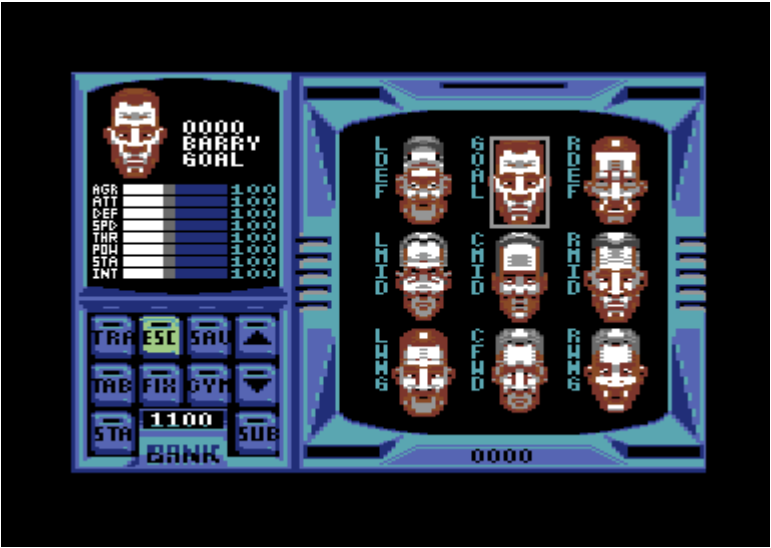
In a single player mode you control the blue team. There are five basic game types:

Option	Description
KNOCKOUT	This takes you into a match against the computer, via the gym (see THE GYM). If you want to skip training, just press the ESC key on the gym screen to go directly to the action. In a knockout game you face a series of ever-tougher matches and continue playing until you lose (see PLAYING A MATCH); it's a way of familiarising yourself with the action without having to take part in a league or cup competition. You cannot load or save a knockout game
LEAGUE	In both League and Cup you control Brutal Deluxe - one of the less fancied sides in Division 2. Each season lasts 14 weeks. If you finish in first place you enter a playoff against the team second from bottom in the First Division. Finish bottom and the shame will haunt you for the rest of your career! 10 points are awarded for a win and 5 points for a draw, plus 1 for every 10 you score; point difference is significant if you tie on points with another team. See MANAGEMENT
CUP	This is a knockout tournament which consists of 4 rounds. In each round you play one match over 2 legs. If you draw you play a decider. One player only
PRACTICE	This is like an instant game, except there's no opposition; it's just you, the ball and as much time as you need to perfect those trick shots and passes

## Cup and League Sub Menu

Option	Description
New Game	Starts a new game
Team Game	A new game where you play as the team manager and the computer manages the team on the pitch
Load Game	Load a previously saved game (on THEC64 use the <b>MENU</b> button to save instead)

The management side of Speedball 2 allows you to strengthen your squad of 12 (nine members and three subs) by buying and selling players improving their vital attributes. At the start of the game you have a number of credits in the bank.



This screen (MANAGER) allows you to select the gym or transfer screens, examine the attributes of Brutal Deluxe and their opponents, and make substitutions. To activate a key, highlight it and press **FIRE**. The player's positions are indicated by letters next to their portraits.

Key	Description
ESC	Play game
FIX	Both teams' relative attributes in the next match. By gauging their strengths, you can train your players accordingly
STA	Match statistics. Will not be operational until match has been played
GYM	Go to the GYM
TAB	View League table/Cup fixtures
UP/DOWN arrows	Cycle through players
SAV	Save game
TRA	Go to the TRANSFER screen (only if there are players on the market)
SUB	Substitute a player

## Changing team position

To do this, firstly select the player you wish to move by highlighting him and pressing **FIRE**. Use the UP/DOWN arrow keys to select the player you wish to swap positions with and use the SUB key to make the substitution.

## The GYM

The gym screen allows you to improve your squad’s attributes. These can be temporarily supplemented on the field with pieces of armour or tokens, but any work you do in the gym is permanent.

You can enhance just one attribute for an individual player, or improve all the attributes for the whole team, or everything in between. In order to train the squad, first select who you want to train: Individual players, Groups of players (Defence, Midfield, Attack, Subs) or the whole team - see GYM Keyboard below. If you want to improve all eight attributes (see attributes box), select the ALL key. If you want to improve specific areas (such as aggression or power), move the joystick **RIGHT** until you reach the Attribute buttons. Highlight the attribute you want to improve and press **FIRE** (this illuminates the corresponding area on the training panel). Finally, select BUY or press the attribute button again and the cost is automatically deducted.

### GYM Keyboard

Key	Function
I	Train Individual players
G	Train group
T	Train team
ESC	Return to MAMAGER screen. If you’re playing an INSTANT game, ESC takes you into the match
UP/DOWN arrows	Cycle through players/groups
FIX	Both teams relative attributes in the next fixture
ALL	Increase all attributes by 10 units
BUY	Buy individual attributes

## Attributes

A player’s attributes determine his/her individual strengths during a match. For example, you might think speed is essential to attackers and attack capabilities vital to defenders. The Attribute buttons allow you to customise your team according to your needs.

### Attribute Description Cost Details

AGR	Aggression	5	Defines whether player will attack opponent in his area. Aggressive players go off and fight their opponents rather than actually playing the game
Att	Attack	10	This determines how successful you are when trying to take the ball from an opponent
DEF	Defence	10	The stronger this is, the harder it is for anyone to take the ball from you
SPD	Speed	15	Determines your speed, slide and jumping distance
THR	Throwing	10	Players who can throw further are a great asset
POW	Power	10	A player with more power tackles harder and injures his opponent severely
STA	Stamina	15	This is defence against power. A player with a high stamina will be injured less severely when tackled
INT	Intelligence	15	Controls prediction of player position or ball, reaction time, and how far the player can look around him. A smart squad has quicker reactions and moves into intelligent attacking positions more frequently

## The Transfer Screen

The Transfer screen allows you to purchase any of the star players available in exchange for a member of your own team and a cash fee. Star players are characterised by their great strength in all departments and can have higher attributes than normal team members.

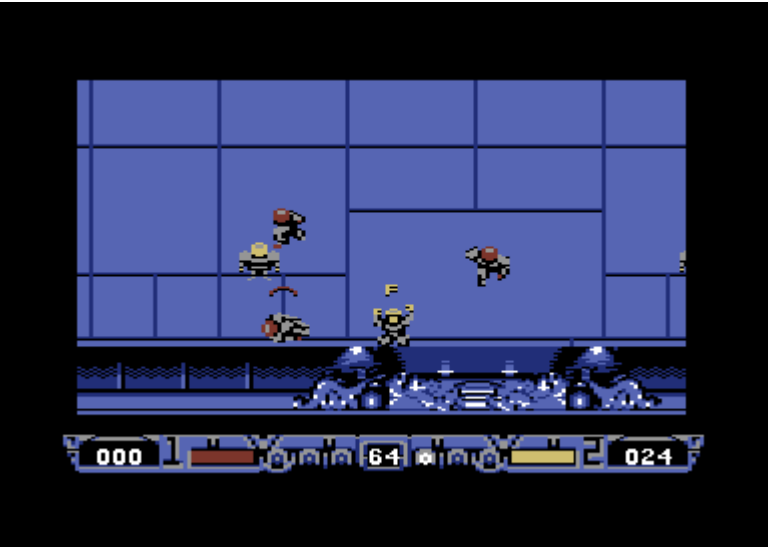
To buy a star player, move the up/down cursor until the player you wish to purchase appears in the Star Player panel. Move the joystick **RIGHT** until you highlight the player you wish to transfer from your own squad and press **FIRE**. Finally, highlight the BUY key, and press **FIRE**; money is automatically deducted and the Star Player should now appear as a member of your team. If nothing happens, you can’t afford the transaction, or you are trying to buy a player into the wrong position.

### The Transfer keyboard

Key	Function
ESC	Return to MANAGER screen
UP/DOWN arrows	Cycle through players on offer
BUY	Buy a player
STA	Match statistics... only available after match has been played

---

# Playing a Match



Speedball 2 is played over two halves lasting 90 seconds each. Teams swap ends at half time; the action starts when the ball is launched into play in the centre of the pitch. This happens at the beginning of each period, or after a goal, or after a player has been substituted. The object of the game is to score more points than your opponent - but how you do it is up to you (see scoring points).

## Controlling your team

You control the player on your team who is nearest the ball; this is your control player (CP). He/she will be highlighted with an arc in your teams colour above his/her head. When the player has the ball he will have a letter above his head denoting his group's position:

### Letter Position

- A Centre Forward
- M Midfield
- D Defence
- W Winger
- G Goalkeeper

Each member of the team can move and throw the ball in eight directions. To throw the ball, press the FIRE button. A short press releases it at waist height, a longer press means the ball is thrown up high in the air.

In addition, a subtle amount of after-touch can be applied to the ball after it has been thrown by moving the joystick **UP** or **DOWN**, **LEFT** or **RIGHT**. This means that you can direct the ball anywhere you want to,

If your team is not in possession, pressing the **FIRE** button can have one of three effects. If the ball is in the air near your CP, he/she will jump to catch it. If the ball is on the ground or at waist height, your player will slide to intercept it. If a member of the opposing team has the ball pressing **FIRE** will attempt a tackle.

### The Goalkeeper

The goalkeeper is controlled when he is the CP. When roving away from the goal-line, he can jump up and catch the ball, throw it and tackle as normal; additionally, when the ball is moving, pressing **FIRE** with the joystick **LEFT** or **RIGHT** causes him to dive for the ball. However, he can't travel outside his own goal area - about a screen's distance from the goal.

### Tackling

Successful tackles depend on the relative attack/defence attributes of the two players involved. If you win the tackle, your opponent loses energy, and vice versa. Tackling a player also reduces his/her attributes. You can tackle any player at any time - even off the ball. Players are most vulnerable when jumping and facing away from you.

### Injuries/substitutions

When their energy level is reduced to zero, players are unable to move and have to be stretchered off by the RoboDocs. A substitute is brought on as a replacement. For every player you injure, you score 10 points. Substituted player's attributes do not reset to their starting levels after a match.

### Saving and loading the game

Games can only be saved or loaded when playing in the League or Cup competitions. Press SAV when in the Manager screen. Press **FIRE** to save. ESC key to abort. Any previous information will be overwritten. You can save one League or one Cup per disk.

THEC64 allows you to save at any point using the MENU button, rather than using the in-game save option mentioned here that restrict your saves to only in the League or Cup competitions. The MENU also suspends (pauses) the game at any point.

## Scoring points

Scoring a goal gives you 10 points. To help you know where the goal is when you can't actually see it, there are two white markers at the top or at the bottom of the screen depending on which half of the pitch you are in.

### Other bonuses and equipment

Points are also scored by injuring players, or by using the Bounce Domes and Stars. Scores can be multiplied by gaining control of the Score Multiplier.

Feature	How many	Details
Bounce Domes	Two on pitch	2 points every time you hit them
Stars	Five per team	Light them to score 2 points each. The team playing upfield hits the cluster at the top left. The team playing down hits the group at the bottom right. A 10-point bonus is awarded for lighting all 5 at once. Teams can turn off each other's stars. This subtracts 2 points from opponents score. Targets are reset at half time
The Score multiplier	Two on pitch	This is a simple way to increase every score you make by up to 100%. To activate, throw the ball up the ramp. Your opponents can regain control by throwing the ball up the ramps themselves. Two throws cancel out your advantage, another two increase their score by 100%. Red/blue lights on top of the Score multiplier signal who is in control and by how much. This also affects the electrobounce
Electrobounce	Four on pitch	When you throw the ball against one of them, the ball becomes electrified and stays electrified until it comes to a complete stop. When electrified, the ball will tackle the first opponent it hits. If you retain possession of the ball after it has tackled an opponent, it will remain electrified. If the opposition take possession or the ball stops moving it will be cancelled. The Score Multiplier affects the electrified ball as follows; if you have one light lit, it will tackle two opponents; if you have two lights it will tackle three opponents. Opponents can steal the electrified ball by tackling the player who is holding it.
Warp Gate	Two in each half	Transport the ball from one side of the pitch to the other. They can be an effective way to disorientate your opponent!

### Injuring players

A team is awarded 10 points for every opponent who has to be stretchered off.

### POINTS TABLE

This is a summary of the points system. Standard (Std) points scores can be increased by using the Double Playfield feature once (+50%) or twice (+100%).

	STD + DP1 + DP2		
GOALS	10	15	20
ONE STAR	2	3	4
5-STAR BONUS	10	15	20
BOUNCE DOMES	2	3	4
INJURE PLAYER	10	15	20

## Pick ups

There are 2 basic kinds of pick-up on the Speedball 2 pitch; tokens and armour/weaponry.

### Tokens

Tokens affect the entire team, and almost all of them are fixed by a time limit of 6 seconds. Collecting one which operates on a timer cancels any currently active token.

Token	Description
Freeze team	Freezes opponents for a limited period
Reverse joystick	Reverses opponents' joystick (two-player game only)
Reduce team	Reduces all opponents' attributes to minimum
Increase team	Increases all your players' attributes to maximum
Manic	Increase both players teams to maximum
Slow team	Reduces all opponents players speed ratings to minimum



Token	Description
Grab ball	Gives you possession of the ball
Transport	Tansports the ball to your centre forward
Goal Door	Prevents the ball entering your goal
Shield	Makes your team immune to tackles
Full energy	Boosts a single player’s energy and attributes to initial values
Zap team	Tackles all on-screen opponents, reducing their attributes as if a player had tackled them
Coins	Coins aren’t strictly tokens, but they are worth a whopping 100 credits (200 in a cup match). Computer teams can pick them up, but don’t use them, except to restore injured players attributes, preferring to invest their money overseas. As a result, they can’t buy Star Players or enhance their attributes.

Armour and Weaponry

Items of armour affect individual players are to be found lying around on the pitch at various intervals. Both teams can pick them up and benefit from their effect, until they are tackled and forced to drop them. Items can be picked up a maximum of twice only.

Item	Description
Boots	Enhance speed
Helmet	Greater intelligence
Chestplate	Increases defensive ability
Shoulder	Stronger attacking ability
Glove	Increases power
Bottle	A glucose solution providing extra stamina
Armplate	Gives greater throwing ability
Bitmap shades	Enhances aggression

Control summary

Players can move, throw, slide and tackle in 8 directions, and apply after-touch to the ball, pressing the **FIRE** button has varying effects according to the circumstances.

Scenario	Effect
In possession	Throw ball
Not in possession	Tackle
Ball on the ground	Slide
Ball in the air	Jump for the ball

Keys

Key	Description
RUN/STOP	Escape to the Main Menu
P	Pause Mode
Space or <b>FIRE</b>	Unpause

Division 1

Powerhouse

Many followers of the league reckon that Powerhouse are well overdue for relegation. Due to several violent clashes with lethal Formula, their defence is severely weakened and their attack is unable to summon the strength that nearly brought them victory.

Rage 2100

Despite a reputation for being extreme , the other qualities of the team have prevented them from ever scraping themselves off the lower ranks of division 1. Their power and attack are notable but they are no longer an effective first division team.

Mean Machine

Due to a series of defeats and their defenders and midfielders have become a liability to the team. They have suffered fewer injuries than most teams because of their defensive abilities and stamina.

Explosive Lords

Although on paper this team is very average, some have doubted the ability of their attack. The light build of this squad has resulted in a slightly faster team that generally avoids contact.



### **Lethal Formula**

Taking after their name, this is the most destructive team in division 1. Their attack squad contain players who combine extreme aggression, power, intelligence and attacking abilities. Many players have fallen under the blows of Lethal Formula.

### **Turbo Hammers**

The best defensive squad in the whole history of Speedball, few balls get past the grabbing hands of the Turbo Hammers. Once they have the ball, few are able to recover it and long throws down the pitch have set up many goals. The midfield complement the strong defence and the attack are competent but nothing special.

### **Fatal Justice**

An attack that is second to none has sometimes placed Fatal Justice at the top of the league. Speed, intelligence and power have given them a string of victories though their defence has now been quite as effective.

### **Super Nashwan**

The superstars of the league, spending every day in training and tactics sessions has resulted in a team that relies upon sheer skill rather than brutality. To have played Super Nashwan is to have played the best, their position in the league has sometimes been challenged by Fatal; Justice and Turbo Hammers, they have no apparent weaknesses.

## **Division 2**

### **Revolver**

Basically the worst team in the Speedball league. Midfield and attack are appalling, the only redeeming feature is a slightly less than average defence which have shown some signs of intelligence.

### **Raw Messiahs**

Another hopeless team, their extreme aggression is let down by their low power. Their defence is the lowest in the division and the rest of the team hardly rise above this level. A team that will provide little resistance to a concerted attack.

### **Violent Desire**

Despite their name, this team is unaggressive and weak in their attack, their defence has proved its strength in past seasons but this average team has never risen to the upper ranks of the division despite the defence's above-average speed and throwing range.

### **Baroque**

A team that has specialised in lightning attacks for a couple of seasons. They are intelligent but their defence has generally weakened the side. They have occasionally threatened Steel Fury for the top position in the division.

### **The Renegades**

With one of the best attacking formations in the division, the Renegades are rated highly among Speedball experts. This attacking strength is let down by an average defence. Fast, intelligent and aggressive, few can stop The Renegades.

### **Damocles**

The defensive squad of this tem are legendary, few shots get past their excellent goalie. The defenders have some of the best throwing arms in the division and can down most attackers. Intelligence combined with speed make Damocles formidable in all areas.

### **Steel Fury**

Steel Fury have sat at the top of division 2 for three seasons in a row, after a frantic spending spree they now have a first rate team. The fast super intelligent attackers have broken nearly every team in the league. They are supported by an experienced and unshakeable midfield.

---

# Credits

PROGRAMMER: Carl Muller  
GRAPHICS: Alan Tompkins  
MUSIC: Martin Walker  
Original code, design and concept - The Bitmap Brothers  
Original design - Eric Matthews  
Original additional design - Steve Kelly, Graeme Boxall  
Original programmer - Rob Trevellyan  
Original additional code - Mike Montgomery  
Original graphics - Dan Malone  
Original music - Nation 12  
Original music code and FX - Richard Joseph  
Thanks - Nick P, Maryin H, Tom W, Simon H, Theo C, Arnold S, Harry C and the voice  
of James O'Donnell.

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CBM 64/128

CBM 64/128



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Music on-off
↙ ↘	Fire

# Skate Crazy

Compete in a skating contest. Each car park level has a different course. Impress the judges with a wide variety of stunts. Pass through flags to begin, follow the course and finish before time runs out. Red flags mark 'backward gates'. Push a direction to accelerate. Let go to stop, or change direction. Push FIRE and use the power meter to jump high.

# Scenario

*Freddy's the name and skating's the game, and as every street wise kid knows the only way to succeed is to gain "Street Cred" from your friends and onlookers.*

*Freddie must buzz around on his skates performing daredevil stunts. Points are given for successful manoeuvres but the all important CREDOMETER is only hoisted upwards by achieving suitably "posy" feats. Keep an eye on the OUCH METER though, as this measures your grazes and bumps, and naturally leads to a loss of Cred.*

*SKATE CRAZY is made up of two separate, but interfacing games, the CAR PARK CHALLENGE and the CHAMPIONSHIP COURSE. Unlike ordinary computer games you may pass from one to the other without losing your score or level.*

# Playing the Game



# The Car Park Challenge

You and your roller skating friends have taken over a disused multi-storey car park where you are holding a competition to find the championship skater.

Each level of the car park has a course laid out using tyres, boxes, traffic cones, tin cans, ramps, etc. It is around this course you must skate, performing stunts to impress the judges, whilst passing between the timing gates.

Fellow skaters will judge your performance and award marks at the end of the course-should you complete it-and these marks determine whether you may progress to the next level.

There is a wide variety of stunts you can perform to impress the judges - jumping from the ground or from ramps, twisting in the air, jumping over obstacles, etc. However, be careful not to tire yourself too much. Jumping, falling down, crashing and skidding are all very tiring and will register on your fatigue meter. If your fatigue meter reaches full you will have to retire from the game, exhausted!

As you pass through the starting flags the timer on the screen will start. You have until the time runs out to reach either the next gate - a pair of cones (special cones if its a “backwards gate”)\*, or the flags at the end of the course. Failing to complete a section of the course between gates results in the loss of one of your four lives. Reaching the next gate with the timer in the green earns you a bonus. An extra bonus is awarded if you didn’t crash after the last gate.

You may skip gates if you get lost or are in desperate trouble, but if a gate is skipped you must pass through the next one - and you may only skip up to a maximum of five gates, any more and you will be disqualified!

**PLEASE NOTE**

All the gates are marked by flags. Yellow flags mark normal gates and red mark the “backward gates.”

---

# Controls

**GAME A**

Joystick	Action
<b>LEFT/RIGHT</b>	Skate Left/Right
<b>DOWN &amp; FIRE</b>	Jump
<b>DOWN</b>	Duck
CBM key	Music/Effects toggle
CTRL	Pause
RUN/STOP	To QUIT (in pause mode)

**GAME B**

Joystick	Action
<b>LEFT/RIGHT</b>	Skate Left/Right
<b>UP</b>	Throw Object
<b>DOWN</b>	Duck
<b>FIRE</b>	Jump

Move the joystick alternately **LEFT** and **RIGHT** to make Freddy skate along.

After the judges have awarded their marks - and providing you have impressed them enough to progress to the next level - you will be placed in front of two doors:

- Skating towards the **RIGHT** door takes you to the next level of the **CAR PARK CHALLENGE**
- The **LEFT** door takes you to the **CHAMPIONSHIP** course.

Changing from one game to the other does not lose your level within either game. Should you change to the Championship course after completing level 2 and then later come back to **CAR PARK CHALLENGE**, you will resume on level 3.

All four levels of each game must be completed to finish **SKATE CRAZY**.

# JUDGING

There are four judges each assessing different aspects of your skating ability:-

**JUDGE 1: OVERALL SKATING**

- good jump landings, collecting bonuses, backwards skating.
- crashing and skidding.

**JUDGE 2, COURSE** +good time between gates, knocking can over. -missing gates, not reaching gates in time.

**JUDGE 3, JUMPING FORM RAMPS** +complexity and variety of moves. -bad landings, repeating stunts too often.

**JUDGE 4, JUMPING FROM FLOOR** +complexity and variety of moves, objects jumped. -bad landings, repeating stunts too often.

**NOTE:** Jumping without performing a stunt will not impress the judges, but they will not penalise you either.

## MOVING FREDDY

Holding the joystick in the required direction causes Freddy to skate in that direction, accelerating to a maximum speed. Once you let go of the joystick and it returns to its central position, Freddy will freewheel to a halt.

To turn Freddy and keep his speed, move the joystick to an adjacent position (if travelling up, then up-left and up-right are adjacent positions). Freddy can do a large sharp turn without losing speed by moving the joys tick to the required direction using adjacent directions.

### PLEASE NOTE

After completing one level you are placed on a ramp:

- Skate to the RIGHT for the next level of the CAR PARK CHALLENGE
- Skate to the LEFT for the CHAMPIONSHIP COURSE

Moving the joystick to a new di rection that is not adjacent will make Freddy skid to a holt, a nd then set off in the new direction (useful for braking).

## Jumping

Freddy can jump in two ways - from the floor and off ramps.

To jump from the floor, select the height of the jump using the **FIRE** button and power meter. When moving in the required direction and speed, hold the fire button down and you will see your power meter quickly rise. Release the button when the required power is reached to start the jump. Jumping obstacles on the floor requires good timing. Jumping from a ramp is similar - once direction and speed are reached use the button to select your jump power, but now the ramp will automatically release the power for you as you hit it, so keep the button pressed until after the jump has started. If you release the button too early, you will jump over the ramp like the other floor obstacles.

The judges base their marks for jumping on the variety and complexity of the manoeuvre. The complexity of a jump is assessed on the number of half turns and changes of direction, and whether the landing was O.K. (landing backwards particularly impresses the judges).

### Twisting in Jumps

To twist during a jump is fairly easy - simply turn the joystick clockwise or anti-clockwise (or a mixture as you get better). Be careful to move through the adjacent directions throughout the turn.

There are rules to landing a jump correctly. You must either face the same direction, adjacent to take off direction, or directly backwards. If you land backwards you will continue moving backwards with all the directions reversed (you will need to be able to skate backwards for the special gates in the higher levels). To return to forward skating perform another jump and land facing forwards. If you crash into something you will get up facing forwards.

### Ducking

This manoeuvre can be performed on all levels, but is only needed on the later levels. It is performed by pressing down on joystick while freewheeling. Use the duck to pass under low barriers. Should you come to a halt while ducking you will get up immediately, so make sure you're going fast enough to clear the obstacles.

## Objects and Obstacles

### Object/Obstacle Details

FLAGS	Mark the beginning and end of the course
ARROWS	Mark the course route. Ignore these and you may get lost or miss gates
CONES	Used in pairs to mark a course gate
TYRES	Used as course guides and obstacles to jump over
BOXES	Used as course guides and obstacles to jump over
CANS	Bonus multipliers. At the end of the level your score is multiplied by the number of cans knocked over - get as many as you can
PILLARS	Support the roof of the car park! They may look small but you can't jump them
RAMPS	To jump off, allowing complex jumps and twists
OIL	Skating into an oil patch will make you skid. Avoid!
GLASS	Uneven and tiring surface
SAND	Slows you down swiftly. Tiring to skate through
POTHOLES	Throw you into a short skid at a random angle

Object/Obstacle Details

HOLES                    Fall through floor - instant death - avoid at all costs

TARGET                 Skate onto this slowly to present yourself for judging at the end of a course.

Other skaters will also be skating in the Car Park. Some are nasty, some are just a nuisance, all will knock you down if you hit them.

Some Objects on Later Levels

Object/Obstacle Details

HURDLES                Test your jumping ability

REMOTE CAR            Being driven around the Car Park by other people to get in your way and test your patience

BARRIER                To duck under-requires good timing

FOOTBALLS              Rolling around or kicked by other people - avoid or fall down

ROLLING TYRES         Rolled at you in later levels

TRAMPOLINE            Bounces you in later levels

TROLLEY                 May be jumped onto the move out of the way - Bonus Points

SPECIAL CONE          Marks backwards gate

Hints & Tips

- 1. Try to skate smoothly and don't skid too much
- 2. While you should try to get as many cans as possible, some are difficult to get and may be better left alone
- 3. When performing stunts, try to turn the joystick smoothly and evenly around the directions and don't try to do too much - skill will come with practice
- 4. Jumping obstacles is sometimes easier than skating around them-and yau also impress judges and score points
- 5. Don't drift too far from the arrowed course or you will lose time and may miss gates
- 6. Once you think you have performed enough stunts to impress the judges, don't repeat yourself too much or crash while attempting difficult jumps. Use straight jumps instead to finish the course. This reduces the risk of bod landings and crashes and allows you to concentrate on following the course
- 7. Don't waste time or lives trying to get every point on the course, just get the convenient ones and get a round the course faster.

Championship Course

**Level 1:** Freddy must dodge and duck the obstacles in the building site without being caught out by the angry ' brickies '

**Level 2:** Here he must cross the lake to the park, avoiding the deadly wildlife

**Level 3:** Down in the London Underground, Freddy skates through the tunnels, over the electric cables and battles with the giant rats

**Level 4:** Out on the street, Freddy causes havoc amongst the pedestrians and fights rival gangs

Move the joystick from left to right to build up speed, but be careful as Freddy will trip over surfaces which are not smooth if he is skating too fast .

Increasing 'Cred'

Collect the litter which is scattered around the course. If you reach the end of the course you will be able to exchange the litter for money with which you can buy pads, gear and wheels to increase your CRED and help you through the game. An option will then be given to either load in the next level or reload the 'Car Park Challenge.'





# Credits

PROGRAMMER(S): Andrew Green, Robert Toone
MUSICIAN: Ben Daglish

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**EPYX**  
COMPUTER SOFTWARE











*Strategy Games for the Action-Game Player*

# Silicon Warrior™





# Controls

<div>Player 1</div> <div>Player 2</div>	
Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	Fire
 	Fire

# Silicon Warrior

Travel to the year 2084, a time when the race for supremacy in Silicon Valley has reached new heights. To compete for the ultimate prize, you'll need to reprogram SYBORG computer chips, teleporting to each microprocessor as quickly as you can. Protect yourself from your opponents with your shields and hunt down the competition with your lasers!

## Scenario

Travel in time to the year 2084. when the race for Silicon Valley supremacy has been teleported to the outer limits of your imagination.

The SYBORGS. a super-human race of technocrats. have invented the Tenth Generation Computer: a computer which combines more RAM and Artifical Intelligence than any computer ever designed by humans. The SYBORGS have sworn to gi ve the secret of this computer to the Earth House which proves to be the most technologically aggressive.

Members of the Earth’s Hierarchy of the New Technology- the Knights of the House of Peanut, the House of Apple, the House of Adam, and the House of Pong - have sent their most skilled Warrior onto the futuristic battle grid made by the SYBORGS for the ultimate one-to-one combat challenge. It is here, in outer space, that the future of Silicon Valley will be decided. Only one Warrior will survive to claim the secret for his House.

You are one of these chosen Warriors. your mission is to program five of the SYBORG computer chips. You must link five chips diagonally, vertically, or horizontally to discover the Source Code that will unlock the secrets of the mysterious Tenth Generation Computer. When the chips are integrated into the SYBORG Computer, all other computers will become obsolete. This new computer w ill signal the dawning of a new age in human existence, but only if it winds up in the right hands.

Above all else, beware of the enemy Warriors. There are those who seek to control the world. They will also attempt to link the chips together and return with the Source Code. They will stop at nothing to erase your programmed chips, modify them, and claim them as their own. With their cunning tactics. they can trap you in a corner, drain your energy with their lasers, or trick you into a Black Hole “Glitch” which the SYBORGS have programmed into the grid. Repeated enemy laser blasts, or falling into the Black Hole " Glitches ". will force you to retreat to your Power Pyramid to renew your strength. Beware, even a minimal amount of time away from the grid may be all your enemies need to program enough chips to be declared Master of Silicon Valley.

## OBJECTIVE

Your mission is to be the first Warrior to link five programmed chips in a diagonal, vertical or horizontal row. To do so. you must teleport from chip to chip, programming them to your language color . You must protect these linked chips until the flashing Source Code is revealed. Use your lasers and shields to protect your chips and yourself. Beware of the Black Hole " Glitches” which randomly appear to

trap the unwary Warrior. Your first battle is won when the Source Code flashes in your color. without being crashed by the enemy Warriors. However. you must win five battles before you are proclaimed Master Silicon Warrior!

# STARTING PLAY

The PLAY OPTION Screen displays your game choices. You must select the number of manually controlled players (0-4), and the number of computer controlled players (0-4). Use the joystick plugged into Port # 2 for all selections.

- To move cursor to option, move joystick **FORWARD/UP** or **BACKWARD/DOWN** .
- To select option, move joystick **FORWARD/UP** to increase the number of Human players then push the joystick **FIRE** button when your desired number appears. To select the desired number of computer players, repeat process as stated above.
- To choose a skill level, move cursor to "Select Game" by moving the joystick **FORWARD/UP** or **BACK**. Move joystick **FORWARD/UP** or **BACKWARD/DOWN** and skill level screen will appear:

**LEVEL 1** - Program five chips in a row. **LEVEL 2** - Program five chips in a row, black holes. **LEVEL 3** - Program five chips in a row, laser fire. **LEVEL 4** - Program five chips in a row, laser fire, black holes. **LEVEL 5** - Program five chips in a row, laser fire, shields. **LEVEL 6** - Program five chips in a row, laser fire, shields, black holes. **LEVEL 7** - Progress through all of the above six levels.

- To select skill level, move joystick **FORWARD/UP** or **BACK**.
- To begin game, push **FIRE** button on a skill level.

Get ready. Prepare to teleport yourself to the Silicon Valley battle grid in outer space.

# CONTROLS

Welcome to Silicon Valley in the year 2084. You are in your power pyramid, building your energy resources. preparing your Programming Strategy. The only manual controls you need are your joystick and fire button. The rest of the controls are your metaphysical strategy.

# GAME PLAY

**TELEPORTING AND PROGRAMMING:** To teleport yourself from chip to chip, move your joystick vertically or horizontally. All movement on the battle grid will be in either of these directions. To program chips in a diagonal row, you must move vertically and horizontally. You cannot move diagonally. As you teleport from chip to chip, you will disappear. To materialize, release your joystick.

If a chip is blank before you materialize on it, it will change to your programming language color when you land. If the chip is programmed in another Warrior's language color, you must first materialize on it to clear it of its color, then return and program it to your color. Look for blank chips first. they are the easiest to program.

**LASERS AND SHIELDS:** (only on certain levels) To aim and fire your laser, first press and hold your fire button, and then move your joystick in the direction you wish to fire. Keep firing at enemy Warriors until you have reduced their energy levels and returned them to their Power Pyramid. It will usually take four direct laser hits in succession to banish them to their Power Pyramid to re-energize.

To shield yourself from enemy fire, first return your joystick to the neutral position, then press your **FIRE** button.



**BLACK HOLE "GLITCHES":** (only on certain levels) The Black Hole "Glitches" have been programmed into the grid by the SYBORGS to test your battle skills. Contact with a Black Hole "Glitch" will instantly return you to your Power Pyramid. Black Holes will appear when you least expect them, but there is a pattern. The secret is "Multiples of Three", but that is all the SYBORGS will divulge.

**RETURNING TO THE GRID:** The more laser hits you take, the more energy you lose. When your energy is completely gone, you are banished. When your warrior reforms you are ready to leave. You will always reenter the battle grid on a center chip unless occupied: if so, you will reenter on a corner chip.

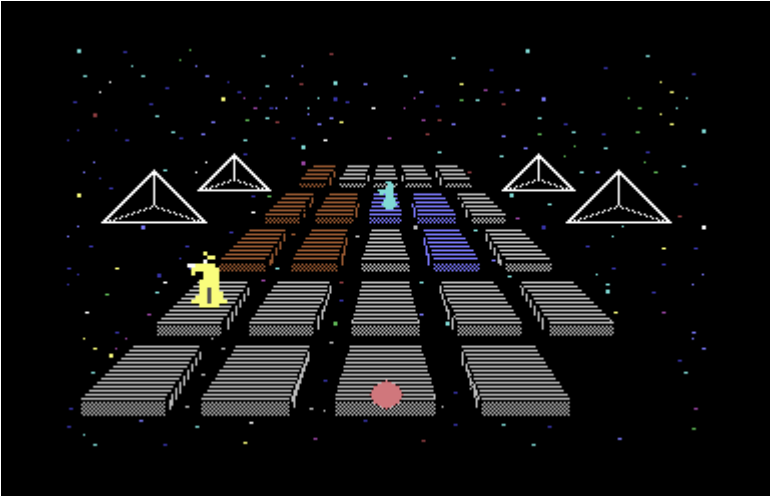
**PROGRAMMING STRATEGY:** Each competitor who hopes to earn the title Master Silicon Warrior must develop a Programming Strategy. Here are some strategies which may prove successful:

**1st GENERATION PROGRAMMING** - This is the strategy favored by most new Warriors on the grid. Attack ferociously, then hide behind your shield. Get the chips programmed at all costs. Remember, only the strong survive!

**2nd GENERATION PROGRAMMING** - This strategy is one that has been around since the beginning of the New Technology. It is the use of maximum teleporting speed to quickly reprogram your opponent’s chips. Quick! Teleport before you are caught in the act. Victory belongs to the fastest!

**3rd GENERATION PROGRAMMING** - This is the secretive, mysterious, “wait and see” approach. Vanish, reappear, and watch the patterns of the other Warriors. Slow and steady wins the race!

Choose wisely which strategy best suits your programming skills!



## SCORING

The first Warrior to uncover the flashing Source Code will win that particular battle. An announcement will be made to the universe. "Player # 1 is victorious!". But this is only the first battle, you must win five. The real challenge is to win five battles at the same level of Warrior Skill. You will then be proclaimed Master Silicon Warrior.

## CONTINUING PLAY

- To continue play after each battle, press the joystick **FIRE** button .
- To continue the game after someone has been proclaimed Master Silicon Warrior, press the **FIRE** button and you will return to the option screen.

## HELPFUL HINTS

- Don’t be predictable. Your opponents may sense your strategy, and will try to cut you off.
- Hold your joystick down after you vanish to teleport yourself past several chips in a row.
- You are the most vulnerable while materializing since you cannot fire or shield while teleporting.
- Try to program the blank chips first. They are the most compatible with your language color.
- Watch out for the Black Hole “Glitches.” When you fall into one, you are immediately sent to your Power Pyramid.
- Get on the board as quickly as you can: your chips are being reprogrammed by enemy WARRIORS!

## CREDITS

Programmed by John W.S. Marvin









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# ROBIN OF THE WOOD

## Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	Fire
 	Fire

## Robin of the Wood

The sheriff of Nottingham plans to capture Robin of the wood, offering a solid silver Saxon arrow known as the Shaft of Power as an archery tournament prize. Collect items, find hidden arrows in Sherwood forest and pay tribute to any mysterious characters you encounter. Use your sword to defeat the Norman soldiers and try and win the silver arrow.

## Scenario



*From a time outside history – before the language of the English was ever written down – there come to us stories and legends of heroes and valiant folk. Amid battles and adventures, deeds of courage and of treachery, striving against tyranny, fighting for the weak against the strong – stealing from the rich so that the poor might be fed, stands a young man dressed in Lincoln green; a bowman, a poacher, and notorious outlaw; a Saxon...*

*‘Robin of the Wood’*

*England was in the grip of tyranny, brought by William and his conquering Norman hordes. Saxon nobles were dispossessed and often killed, lowly villagers taxed to the point of starvation. The only ray of hope for the future of the Saxons of England lay in the strong arms and keen eye of Robin.*

*Robin, the very spirit of the Ancient Forest which covered this fair land.*





*‘Robin of the Wood’ was the whispered reply to bullying Normans when asked from whence came the side of venison on which the poor of a small Saxon village were feeding.*

*‘Robin of the Wood’ was the cry, as hated tax collectors stripped bare the fields of Saxon smallholders.*

*‘Robin of the Wood’ the people cheered, as the bruised, battered and bewildered Norman brutes staggered bleeding and beaten from the bowers of the ancient forest.*

*The Sheriff had in his possession a certain arrow, made of solid silver, engraved with characters as ancient as the very forest. It was indeed the ‘Shaft of Power’ of the Saxon nation, symbol of freedom and peace, more precious than the crown of the Kingdom itself to the Saxons. Yet it was with this arrow as bait that the Sheriff planned to capture this mysterious ‘Robin of the Wood’. He well knew of the importance of the Silver Arrow to the peasants of his domain, indeed to offer it as a prize, as though it were a mere trinket or bauble, appealed to him as a prime insult to the serfs, and worthwhile simply for that reason. It was when he realised that such a prize, while meaningless to himself, would be certain to attract Robin to the contest that he finally decided. There was to be a great archery contest – the prize was to be the Silver Arrow – and for the Sheriff, the main prize was to be the death or capture of Robin.*



*On the day of the contest the woods were swarming with Norman soldiers – the Sheriff’s men. They had orders to shoot on sight, and shoot to kill.*

### ***Robin of the Wood – The Challenge***

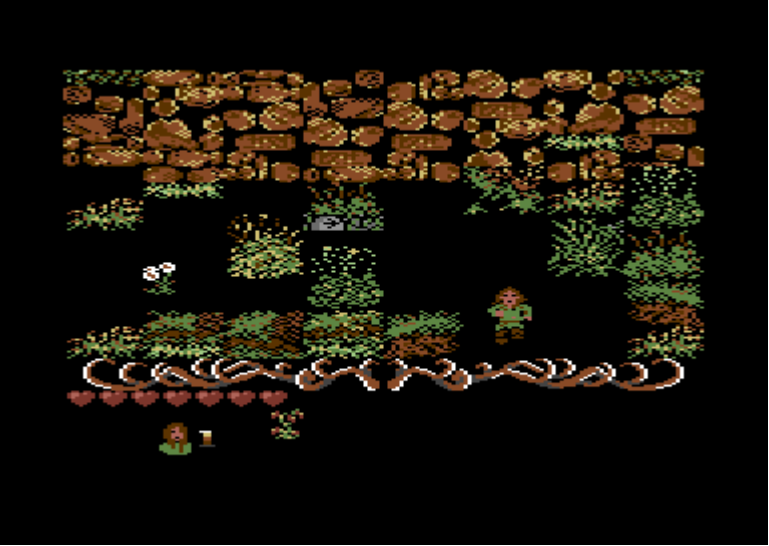
*A Proclamation by his Lordship the Sheriff of Nottingham.*

*“Let it be known that on the third Sunday of this month at the castle of Nottingham, there shall be a grand tournament of archery. Come all who may to try and win, for he who shoots straightest shall be hailed as the best archer in all of England, and to him shall be presented an arrow, crafted in solid silver of inestimable value and antiquity.*



*Long live Prince John, Regent of all England”*

# Playing the Game



Robin

As you must go alone to take up the challenge issued by the Sheriff, Scarlett and I have hidden quivers of arrows in secret places around the forest to help you overcome the foe. There are witches about at this time of the year so be wary -- if you should meet one it would be well if you could pay tribute to her. Fortunately there are many kinds of woodland plant which they often seek and are always glad of. There dwells in the greenwood an ancient hermit, who though thou be near death can cure thee of all ails -- but be warned that this saintly man will allow no weapons near his home. Your sword and trusty bow are in the keeping of the old Forest Ent along with 3 charmed arrows which will ensure that you are not recognised at the Tournament. You must give him 3 bags of gold for each weapon so that he may redistribute to the poor of the parish the tithes stolen from the holy church by the evil Bishop of Peterborough.

Good luck Robin.

John Little.



## Controls

Mode	Joystick	Action
Running	<b>LEFT</b> and <b>RIGHT</b>	Will move Robin left and right
Running	<b>UP</b> and <b>DOWN</b>	Will make him run up or down
Fighting	<b>FIRE</b>	Puts Robin at the ready to strike
Fighting	<b>FIRE+LEFT/RIGHT</b>	Robin goes into action. Will stab in that direction when Robin is using his sword

Press CTRL to abort the game at any point, or press THEC64 Joystick **MENU** button, select 'Exit' then press **FIRE** to launch the game again.



# Credits

PROGRAMMER: Marc Dawson  
MUSICIAN: Odin Computer Graphics Ltd.

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# rana rama



COMMODORE

HEWSON



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↖	Fire

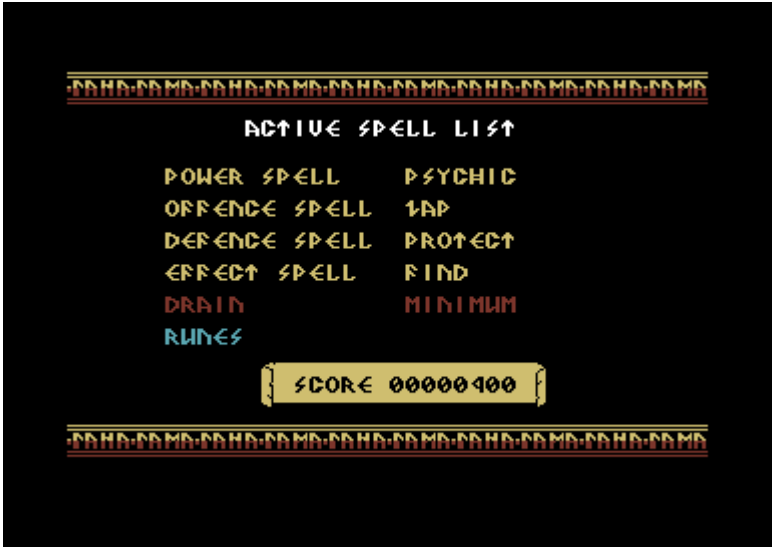
# Ranarama

Mervyn has been changed into a frog. Trapped in a dungeon with evil warlocks and minions, he must escape. Explore rooms and find warlocks. Shoot minions and weapon generators. Bump a warlock and quickly rearrange letters to spell Rana Rama. Magical floor glyphs destroy opponents, show maps, reveal new spells and allow travel to new dungeon levels.

# Scenario

*Mervyn the sorcerer’s apprentice has inadvertently changed himself into a frog whilst trying to make a potion to improve his looks! Trapped in a dungeon with only evil Warlocks and their minions for company, he must escape...*

## ##Playing the Game



You start in one of the rooms on the top level of the dungeons. Your aim is to explore each room in turn to track down the evil Warlocks, but you will also have to fight their malevolent minions. In some rooms there are also squat weapon generators which create spinning blades and other weapons to attack you. You can destroy these for extra points.

Each room lights up as you enter it. You will see the room’s inhabitants and magical floor Glyphs (if any) which can be used to help you. When you locate a Warlock, leap on top of him to enter a ritual combat in which you must put the letters of the word RANARAMA in the right order before time runs out. Pairs of letters may be swapped by moving a cursor over them and pressing **FIRE**.

When a Warlock is defeated, the runes he holds are scattered to the four winds. Collect as many of them as you can before they fade and die, as you can use them to cast spells to increase your power and resilience.

# Glyphs

The Glyphs on the floor of most rooms help you in your quest.

Glyph	Symbol	Description
Power	star	Releases a magic bolt which kills some/all of your opponents in the room
Seeing	eye	Shows all rooms and doors explored so far and shows (in red) the position of Warlocks
Sorcery	triangle	Essential for casting spells. See <b>Sorcery</b>
Travel	diamond	A side view of the dungeon appears. Use <b>UP/DOWN</b> to travel to another level, or press <b>FIRE</b> to leave the Glyph. You may not be able to return the way you came!

## Sorcery

At least 5 screens of information can be accessed using **UP/DOWN** to scroll through them. The first screen shows spells currently in use and also runes collected so far. Subsequent screens give details on other active spells and spells which can be cast using the runes collected. These can be cast by pressing the **FIRE** button.

## Spells

There are also four types of spells:

- Power
- Offence
- Defence
- Effect

You start the game with the weakest versions of each but as you collect runes from defeated Warlocks, you may cast stronger versions. You will need these to survive in the lower levels!

Bear in mind that spells should be evenly matched. A strong Offense spell, for example, makes your fire more powerful but also rapidly drains a weak Power spell so you might die from lack of power.

You start the game with Psychic, the second weakest Power spell, with Mortal (the weakest) in reserve. Your power continually drains at a steady rate and if you do not succeed in replenishing it with Energy Crystals or a stronger Power spell, you will eventually fade and drop to the Mortal level. If you fail a second time on Mortal you die for good.

You also start with the weakest Offense spell (Zap), which means that some generators and creatures will need several hits to destroy. Your Defense spell (Protect) is also weak, giving you only minimal protection against attack. Your initial Effects spell (Find) enables you to locate invisible doors. If you suspect there is one in your current room, stop and press fire. Any hidden doors will then be revealed.

## Energy Crystals

You will stumble across these floating, spinning crystals from time to time. Touch them to absorb their energy and replenish your power level.

## The Evil Minions

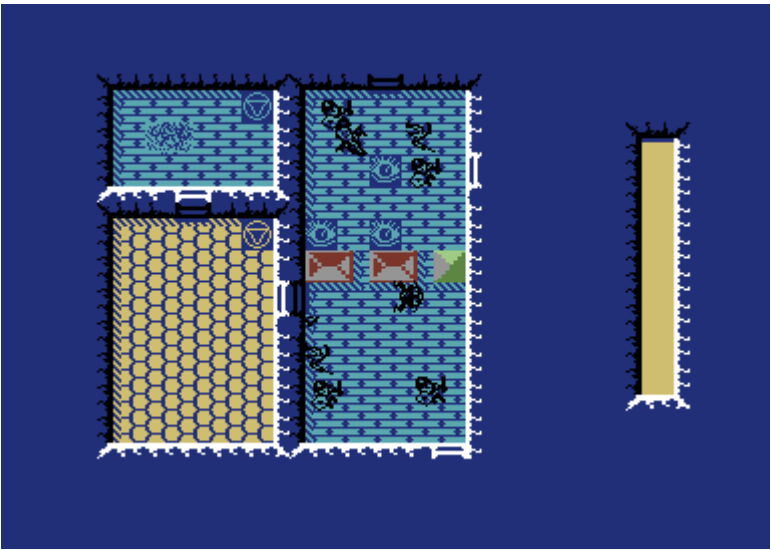
The following shows the scoring and relative strength for the various *fighters* you encounter in the dungeon.

Minion	Level	Points	Rating
Dwarf Warrior	1	100	Weak
Fire Golem	2	200	Weak
Bisect	3	300	Average
Guardian	4	400	Average
Death Serpent	5	500	Tough
Ghoul	6	600	Tough
Arachne	7	700	Hard
Gargoyle	8	800	Very Hard!

## Warlocks

The following shows the scoring and relative strength for the various *mares* you encounter in the dungeon.

Type	Level	Points	Rating
Wizard	1-4	500-4000	Frequently cowards, running away if you are of a higher level
Necromancer	5-8	4500-8000	The toughest of the tough, they give no ground and possess devastating spells. Do not tackle without a high Defense spell!



## Controls

Use a joystick.

Action	Joystick
Use Offence Spell	<b>FIRE</b> with a direction selected
Use Effect Spell	<b>FIRE</b> with no direction selected
Activate Glyph	Stand on Glyph and press <b>FIRE</b> with no direction selected
Warlock Combat	Use <b>LEFT/RIGHT</b> to select a pair of letters and press <b>FIRE</b> to reverse their order

## Credits

PROGRAMMER: Gary J. Foreman  
MUSICIAN: Steve Turner  
DESIGNER: Steve Turner

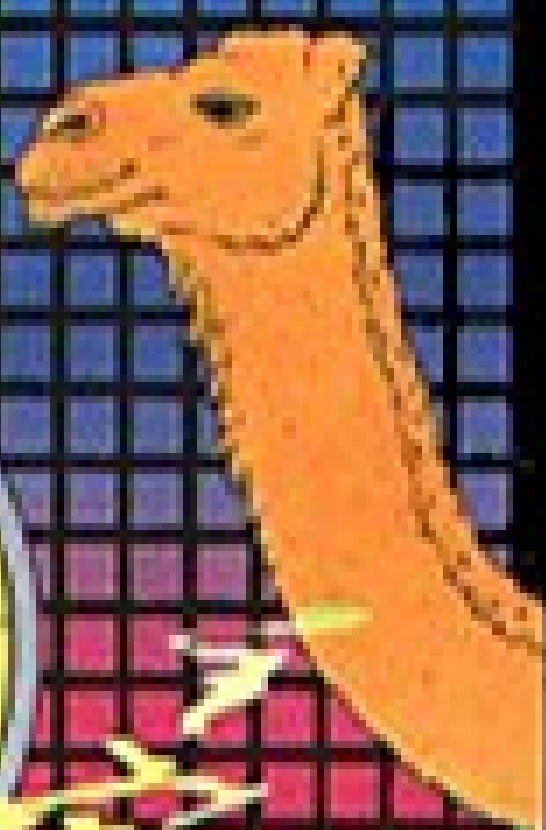
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# SOCHEDILA

*A Light Synthesiser*



Llamasoft



VIC 20

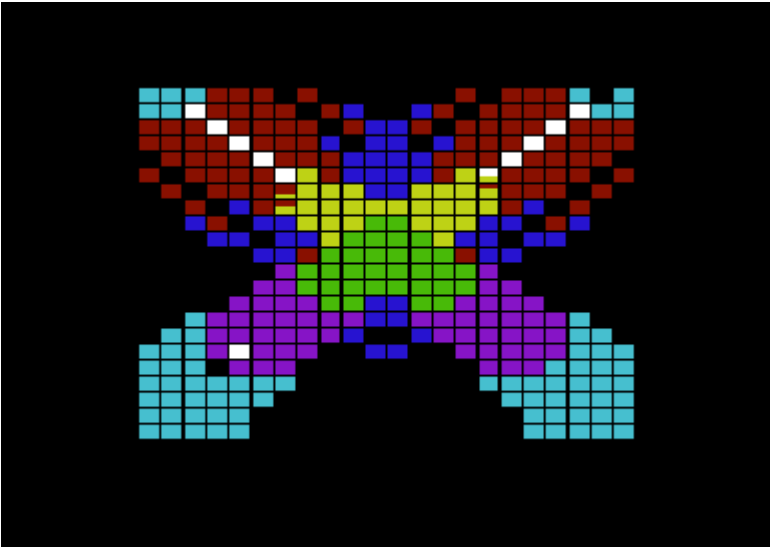
# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Change symmetry (S)
↖ ↙	Demo mode OFF/ON (A)
●○○○	Alter pattern element (SPACE)
○●○○	Change Pixel shape (ARROW UP)
○○●○	Line mode ON/OFF (L)

# Psychedelia - VIC 20

You cannot win. You cannot lose. Only enjoy! There is no frustration. There is no killing. Only pleasure! Switch on some music, turn off the lights and create your own light show. Press A on the keyboard to turn off demo mode after Psychedelia has loaded.

## Introduction



AN ENTERTAINMENT by Jeff Minter .....

*An Explanation of the Concept ... PSYCHEDELIA is really the culmination of several months' idle thinking. I love games, but occasionally I'd think 'there must be some OTHER way of enjoying yourself using the computer ...' I also love music, and I'd daydream about creating ... something ... you could do to music, something you could put on the screen at a party and anyone could come up and have a go, something you'd do just because you enjoyed it, something others could enjoy even if they weren't actually doing it themselves. Gradually the idea solidified into the concept of a light-show generator, something interactive, creative but simple enough so that anyone could do it, yet complex enough to produce breathtaking results once learned well. A program to do for light, in fact, what a synthesiser does for sound.*

*PSYCHEDELIA is the realisation of that dream. Some idle tinkering on a Sunday afternoon produced such startling results that all other work was dropped in order to pursue the development of my Light Synthesiser at last. Many evenings were spent in darkened rooms just freaking out to music and DOING it. Demos were given, minds were blown and a good time had by all.*

*PSYCHEDELIA is a completely new way of enjoying your micro. If you love music, if you love graphics, if you are creative then you'll enjoy PSYCHEDELIA. You'll boot it in when you turn on your hi-fi. You'll find an appeal totally different to that of even the best games. You won't get bored, because the pleasure is as fundamental as that of listening to music, and you'll create different, dynamic light shows each time you use the program.*

*PSYCHEDELIA is the high point of my designing career so far. The concept is simple, the programming not too complex but the parts combine synergistically to create a whole which has given me the most pleasure to use, and the biggest pride in design, of anything I've ever programmed.*

*Enjoy PSYCHEDELIA. This one comes straight from the heart.*





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# PLANET OF DEATH



Controls	
Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
	Fire
	Fire
	ENTER
	Fire

# Planet of Death

Whilst exploring the outer reaches of the galaxy, you become stranded on a mysterious alien world - the Planet of Death. By using your wits, skill and limited resources you must escape by finding your now captured and disabled spaceship in this text adventure. Good luck!

## Scenario



### What is a text adventure?

Adventures are games in which you explore and discover a strange new world without leaving the comfort of your chair. The computer will act as your puppet, eyes and other senses.

You instruct the computer using short sentences, usually verb-noun, and providing the computer understands it will obey your command. If the computer does not understand, then try re-wording the command.

In each location you may find objects which you can manipulate and use in further locations to help you progress on your adventure. When entering your command you may use the DELETE key to erase any letters.

In this adventure you find yourself stranded on an alien planet. Your aim is to escape from this planet by finding your, now captured and disabled, Space Ship.

You will meet various hazards and dangers on your adventure, some natural, some not - all of which you must overcome to succeed.

### Starting on a life of Adventure

If you've never played a text adventure before, then these first few tips will help you to make a little progress and also help you to understand how you need to think to win the game.

- You start on a mountain plateau, as described by the location text. To pick up any items or objects that are described in the same location as yourself, you can either use take or get as interchangeable commands. So, let's GET FLINT, not forgetting to press RETURN to enter the command.

OK. The computer will often respond with OK when things are going... okay.

```
I AM IN A DENSE FOREST.
EXITS ARE:- UP AND SOUTH
I can also see:-
A ROPE HANGING FROM A TREE.
Tell me what to do.
>CUT ROPE WITH FLINT
```

- To see what you are now carrying, you can type INVENTORY or the slightly shorter I command! Don't forget RETURN.
- You are now shown a list of items in your possession. Right now there's only one, and that's a piece of sharp flint.
- Sometimes you can examine an item that you are carrying, or possibly an item that is mentioned in the location text, in case looking at it more closely reveals any additional details. Type EXAMINE FLINT or EXAM FLINT, but on this occasion the game responds by saying that you can't. Oh well.
- Let's get moving to a new location. The location text can be redescribed at any point by typing REDESCRIBE or the handy R command, and seeing the text again reminds us that apart from describing where you are and what items are here, it also says which way you can move, described as 'Exits' and using compass directions.
- So, from here we can go down, east or west. Let's go down, so just type DOWN and press RETURN.
- You are now off the mountain and in dense forest. What else can you see here? Ah, there's a rope hanging from a tree. Whilst in the real world you wouldn't necessarily just take someone's rope without asking, but there's nobody around to ask!
- Hmmm. You can't get or take it like you did with the flint. Can you untie it maybe? No. That doesn't work either. So, this is the first of what adventurers call puzzles. How to get that rope?!?
- Shall you try and climb it? The game says you can't do that either. Aren't you forgetting something? What did you just pick up from nearby? Could you use the flint to cut the rope down? After all, it must be called a sharp flint for a reason!
- So, let's try CUT ROPE. Now there's a rope in the dense forest, no longer tied to a tree. GET ROPE and then type I to see what you are now carrying.
- You can see that the commands you generally type to do things in a text adventure like this are broken down into a VERB followed by a NOUN, e.g. GET FLINT. Other commands are short (sometimes just one letter!) like I or R.
- Let's redescribe that location again to see the exits. We could go up and that would take us back to the Mountain plateau where we started, but it is a better idea to go and explore a little. Let's go south. Any guesses as to what you have to type to do that?
- That rustling sound you can hear is the sound of experienced adventurers getting their paper (or graph paper) and pencils out. Drawing a map as you go along will help you in the long run. It's also what the person who created the adventure (hopefully!) did as well when they were planning the game design. So, just draw a box for each location, with small lines coming from the box to connect it to the next location, based on the direction you moved in.
- You can also write in the box a shortened version of the location description, e.g. Plateau and Forest and also include the objects that are at that location. If you also find room to write a number, this can then link to numbered notes you make elsewhere that explain what you did in any particular location, e.g. to get the rope in the forest you have to cut it using the sharp flint.
- Mapping as we go, move from the location beside the lake (maybe you will come back to that interesting ravine a little later!) by going east to enter a strange house.
- Inside there is a floor board but not a lot else. Can you take it? Yes you can! I wonder what it could be used for?



- Sorry, but that’s all the help you’re going to get (unless you look closely at the above screenshot!). You’ve done a little bit of exploring, collected a few items and already solved one puzzle. Your life as an adventurer has gotten off to a good start I’d say, wouldn’t you?

# CREDITS

Designer: Richard Turner, Chris Thornton

Programmer: Richard Turner (using The Quill, by Gilsoft International Ltd)

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**EPYX**  
COMPUTER SOFTWARE

*Strategy Games for the Action-Game Player.*

# PITSTOP II™



**COMMODORE**  
**64**  
Disk





# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	ENTER
↙ ↘	Fire

# Pitstop II

Winning a race requires strategy, determination and guts. Drive as hard as you can, but watch the changing color of your tires and how much fuel you have left. Balance speed against fuel consumption and tire wear, and know when to make a pitstop. Drive into the pitstop lane, control each pit crew member and learn to make the changes fast.

## Scenario

### Introduction



PITSTOP II is the first racing game that brings you the thrill of battling an opponent, the excitement of fighting for the lead out on the track and the suspense of struggling to be the first out of the pits. Realistic first-person graphics and a split-screen display allow you and another player to experience the challenge of auto racing head-to-head. The challenge of true competitive action.

### Objective

Winning each race requires strategy, determination and guts. Drive as hard as you can, but keep an eye on your tyres and fuel gauge. You may find that you can build a lead by wearing out your tyres, then lose the race because you have to make an extra pitstop. Your objective is to balance speed against fuel consumption and tyre wear - to spend as much time on the track and as little time as you can in the pits. The player who makes the fastest pitstops usually has the edge in winning the race.

# Starting Play



After the game has finished loading, a menu screen will appear, displaying the options available. You can select the number of players, the number of laps, change the level of difficulty, choose any single race track or try your skill at the grand circuit.

Push the joystick **UP** or **DOWN** to move up or down the menu. Push the joystick **RIGHT** or **LEFT** to change an option. Select 'START THE RACE' and press **FIRE** to begin.

## Playing the Game

### Controls

1. **Steering:** Use the joystick to steer your car while on the track.
2. **Speed:** To accelerate, push **UP**/forward on the joystick. To apply the brakes, pull **DOWN**/back on the joystick. For additional acceleration, press **FIRE** to engage the 'turbo'.
3. **Pit Crew:** Use your joystick to move the steering wheel cursor to the crew member you wish to control. Press the **FIRE** button to activate the crew member, then move him with the joystick. To use another crew member, press the **FIRE** button to disengage cursor, then reposition the cursor with your joystick. Press **FIRE** again to engage the other crew member. To leave the pits, position the cursor over your driver and press **FIRE**.

### Racing

When it's race time, PISTOP II changes to a split-screen display, with two views of the race track. The upper half of the screen is Player One's display. Player Two (or the computer) uses the lower half of the screen.



### The maps

Use the course map, located at the right of the screen, to determine your position and the distance to the pit. You can see your opponent's position on his course menu.

### Tyres and Fuel

Monitor your fuel supply and tyre wear because you'll need to make a pitstop when your fuel is low or when your tyres are worn. Your fuel indicator is located in the bottom half of the screen.

Tyre wear is indicated by the colour of your tyres - they start black and change to lighter colours as tyre wear increases - they finally turn white at the last stage before a blowout.

### The pits

The entrance will appear on the LEFT hand side of the track as you approach the pits. To enter the pits, steer your car into the entrance. To refuel, move the crew member with the hose to the petrol intake at the side of your car. Watch your fuel indicator - if you overfill, the tank will empty nd you'll have to start over.

To change tyres, move your second crew member to a worn tyre. After he grabs it, hurry to the correct stack of new tyres. The stack near the rear of your car has rear tyres and the stack near the front has front tyres. Once you pick up a new tyre, move back to the car and fit it. To leave the pits, move the cursor over your driver and press **FIRE**. Be sure crew members are away from your car.

## Grand Circuit

For an additional challenge, select the GRAND CIRCUIT on the game menu. Here you'll race all of the tracks in succession, building points according to how you finish each race. After the last race, the driver with the highest point total is considered the World Driving Champion.



## Scoring

After each race the final standings list the order of finish, laps completed and racing times. Also listed is the number of points awarded to each driver, according to the order of finish. When you race the GRAND CIRCUIT, the championship will go to the driver with the highest point total for all six races on the circuit.

## Continuing Play

When a race is over, press **FIRE** to play again. In addition, you can restart the game at any time during play by pressing RESTORE.

Alternatively, press THEC64 Joystick **MENU** button and select 'Exit Game' then press **FIRE** to relaunch the game.

## Credits

PROGRAMMER(S): Dennis Caswell, Steve Landrum

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THE ULTIMATE BRAIN DRAIN!

# Paradroid



FOR COMMODORE  
64 and 128



HEWSON CONSULTANTS



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↚	Fire

# Paradroid

Clear each space freighter of rogue robots. Destroy them with lasers or by transferring control. Your robot is mobile by default. Push a UP/DOWN/LEFT/RIGHT and FIRE to shoot in that direction. Push FIRE when stationary then bump into another robot to capture it. Now play the energy transfer sub-game. Use computer consoles for maps and information and use lifts to visit other decks.

# Scenario

*Reports indicate that the droid crew of a galactic space freighter has turned against their masters. A droid “Influence Device” has been beamed aboard to help you regain control of the situation. Use the Influence Device to destroy the droids by shooting them, ramming them, or temporarily taking control of a droid’s circuitry (transferring) to redirect its energy and armaments against its own kind. Your goal is to clear all droids from each of the space freighter’s 20 decks. When you have completely cleared a deck of droids, the ship’s computer shuts down the deck lights and you are awarded bonus points.*

# Playing the Game

## Game Options

During the title sequence, use the following keys to set up Paradroid to your specifications:

### Key Function

- f1 Color display (default)
- f2 Monochrome display
- f5 Increase music volume
- f6 Decrease music volume

You can pause during game play by pressing the RUN/STOP key, although you can’t pause the game while you attempt to “transfer” to a new droid. During a pause, use the following keys to make adjustments:

**Note:** You can suspend a game *any time* by pressing the **MENU** button on THEC64 Joystick.

Key	Function
f1	Color display
f2	Monochrome display
f7	Stop animation
f8	Restart animation
CLR/HOME	Abandon game
RUN/STOP	Resume game (or <b>FIRE</b> )



## The Influence Device

The Influence Device, identified by the serial number 001, is a comparatively low-powered machine. Move the Influence Device around the space freighter by pushing the joystick in the direction that you want the Influence Device to move.

If your Influence Device is destroyed, the game is over – droids win, you lose.



## Influence Device Weapon System

The Influence Device has low-powered, twin lasers that are activated by pressing the **FIRE** button while the Influence Device is moving. The lasers fire in the same direction that the Influence Device moves.

To **FIRE** without moving very much, fire a shot in any direction and continue to hold the **FIRE** button down. With the **FIRE** button still depressed, let the joystick return to its centre position. Jab the joystick quickly in the direction you wish to fire. The laser will shoot in the direction that you jabbed the joystick.

In a similar way, you can fire the lasers behind you while you run away in the opposite direction. Press and hold the **FIRE** button and quickly jab the joystick in the opposite direction that you are moving. Then, quickly return the joystick to its original position to keep you moving after the laser fires.



In addition to firing your lasers, you can destroy weaker droids by ramming them repeatedly. However, you need to have "transferred" to a droid more powerful than the Influence Device before ramming is effective (see the section entitled "**Transferring to a Droid**"). Occasionally, you also may notice that the presence of your Influence Device among a group of droids causes the droids to attack each other.

## Droid Classification

Each droid has a three-digit serial number. The first digit indicates the class of that particular droid. The higher that digit is, the greater the power and sophistication of the droid. There are 24 different droid types grouped into 9 classes. The lowest droid classification is 1 and the highest is 9. Droid classification affects scoring when you shoot, ram, or take over a droid (see the section entitled "**Scoring**").



Lower classes of droids have the same low-powered, twin laser weaponry that the Influence Device has. However, higher classes of droids have a more deadly, high-powered laser. Keep this in mind when considering whether or not to attempt to “transfer” to a particular droid.

## Transferring to a Droid

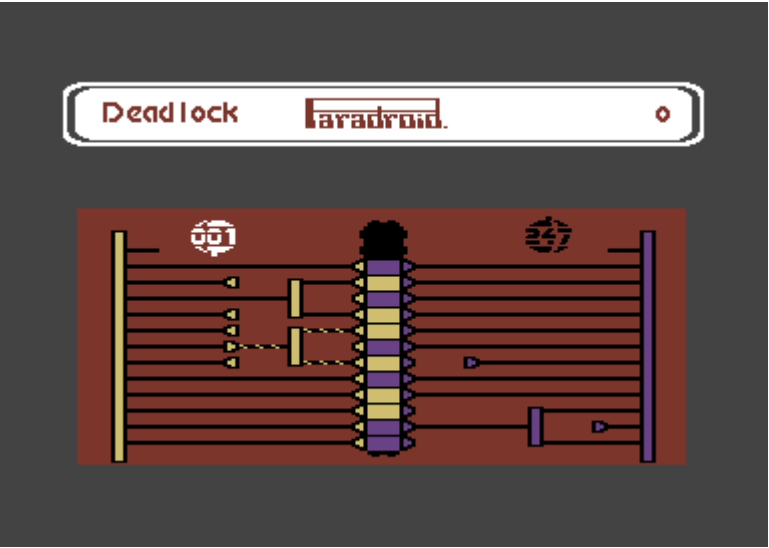
Transferring to a droid, or temporarily taking control of its circuitry, is a key element of strategy in Paradroid. When you successfully transfer to another droid, the Influence Device assumes all of the capabilities and characteristics of that particular droid (including its serial number). Virtually every droid has more power than the Influence Device, so it is important to master the technique of transferring. For example, the “host” droid might have more sophisticated weaponry than the Influence Device, or be better able to withstand direct hits from droid lasers. You can find out more about the individual characteristics of the various droids in the Droid Data Library on board the space freighter (see the section entitled “**Some Important Devices Aboard the Space Freighter**”).

In addition, the Influence Device, or any droid that you have transferred to (host droid), will begin to run out of energy after a period of time. When the energy level is low, the Influence Device or host droid will begin to flash. At this point, it is of the utmost importance to attempt to transfer to a new host droid. If you do not, the Influence Device or current host droid will burn out.

**Note:** Energy loss caused by laser damage can be restored – for a price – by using one of the space freighter’s “Energisers” (see the section entitled “**Some Important Devices Aboard the Space Freighter**”).

To transfer to a droid, first make sure the joystick is in its center position, then press and continue to hold down the **FIRE** button. The word “Transfer” will appear in the upper left-hand corner of the screen and the Influence Device or host droid will change colour to indicate that the Influence Device or host droid is ready to attempt to transfer. Then, with the button still held down, locate the target droid and ram into it with the Influence Device or host droid. After the collision, a screen describing your current status appears, followed by a screen that describes the target droid.

Next, prepare to engage in a battle for control of the droid’s circuit board. You’ll see a screen that looks like a circuit diagram with a column of rectangular boxes in the middle. Your goal in this battle with the droid’s processor is to set at least 7 of the 12 rectangles that appear in the centre of the screen to the colour that is controlled by the side of the circuit that you choose to operate.



You have the choice of which side of the circuit board you wish to work from. It’s a race against time as well as the droid’s processor, so choose a side quickly by pushing the joystick either left or right and pressing the fire button to choose. Experience will teach you how to size up the situation quickly and choose the side from which you have the best chance to win. The droid’s processor controls the opposite side.

Once you have selected one side or the other, push the joystick **UP**/forward or **DOWN**/back to move the “pulser” vertically from one wire to the next. Press the **FIRE** button when you reach a wire with a clear path to one or more of the centre rectangles of the processor’s colour. The rectangle(s) will change to your colour. If the rectangle is already your color, you waste a pulser by pressing the fire button. The droid’s processor will be activating pulsers too, so a rectangle with your color may change to the processor’s color.

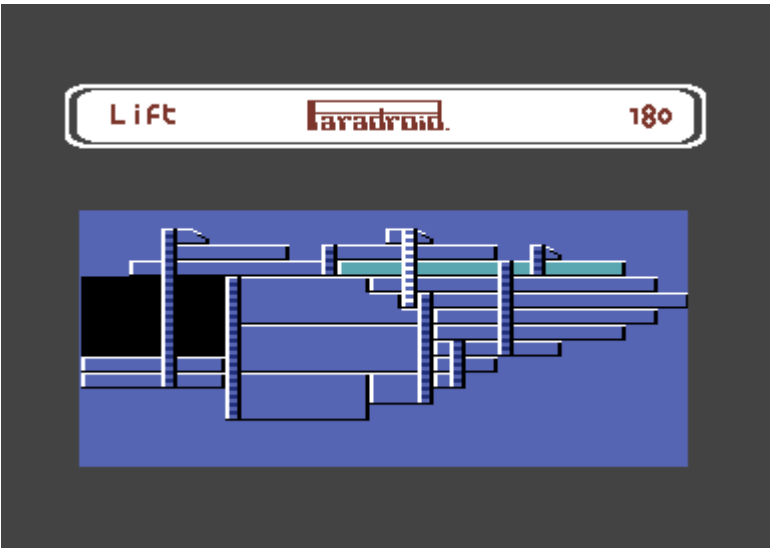
You have a limited number of pulsers to work with, so choose wisely. Learn to identify those wires which provide a clear path to one or more rectangles. Some wires short circuit your pulser before it can reach the rectangles. Other wires, when activated, send a constant pulse to the rectangle and can’t be changed by the droid’s processor. Still other wires contain a fork or multiple forks that lead to more than one rectangle. Watch out for “Terminators,” “Joiners,” and “Color Switchers.” You’re better off sticking with “Autopulsers” and “Splitters.”

If at least 7 of the rectangles are of the color controlled by your side of the circuit when time expires, the transfer will be successful and the Influence Device or current host droid will assume the serial number and characteristics of the new host droid (the word “Complete” will appear in the upper left-hand corner of the screen). A deadlock occurs if 6 of the rectangles are your color and the battle will begin again (the word “Deadlock” will appear in the upper left-hand corner of the screen). If fewer than 6 rectangles are your color when time runs out, the attempted transfer is rejected (the word “Rejected” will appear in the upper left-hand corner of the screen).

Transfers result in the destruction of the current host droid. If the transfer is unsuccessful, your droid returns to Influence Device status (serial number 001). If the Influence Device attempts to transfer without a current host and fails, it will be destroyed and the game will end.

Some Important Devices Aboard the Space Freighter

**Lifts:** Lifts enable you to move from one deck to another. They are represented by colored circles on each deck. To use a lift, move the Influence Device or host droid over the lift and press the fire button. A side view of the decks of the freighter appears. Push the joystick forward or pull it back to select the deck you wish to move to, then press the fire button.

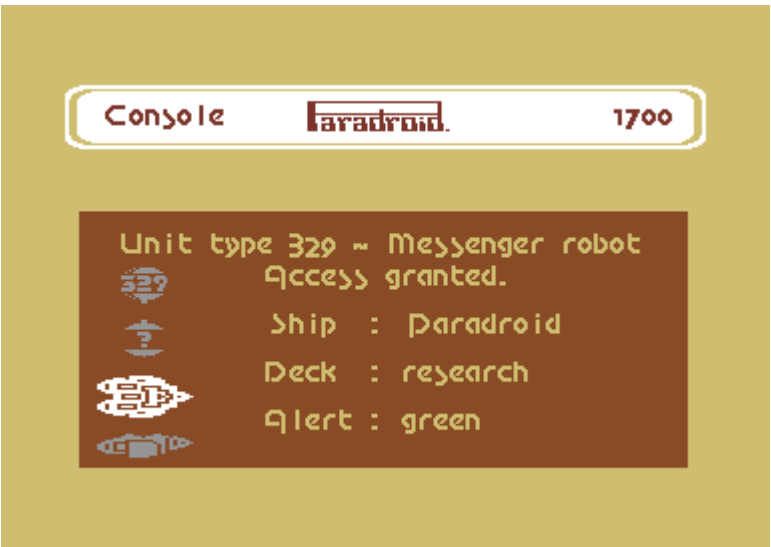


Energisers

Energisers restore energy loss caused by laser damage to the Influence Device or host droid, but points are deducted from your score for each second that you use an energizer (see “**Scoring**”). Energisers are the flashing lights that appear on each deck. To use an **Energiser**, simply position the Influence Device or host droid over it.

Consoles

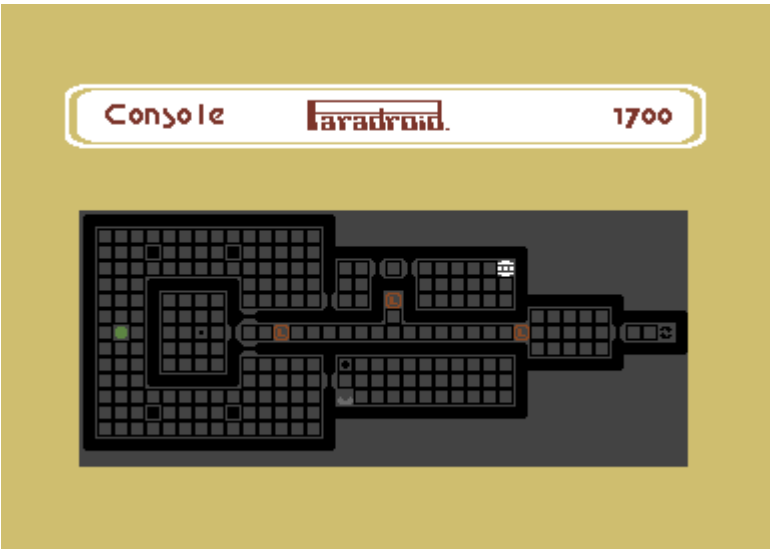
Consoles provide information about droids and the space freighter itself. Consoles are somewhat U-shaped. To use a console, move the Influence Device or host droid to a console and press the fire button. Four choices appear.



Push the joystick **UP**/forward or pull it **DOWN**/back to move to the option of your choice, and then press the **FIRE** button to select it. To return to the console menu after making a selection from it, press the **FIRE** button. Here’s some information about each of the four choices:

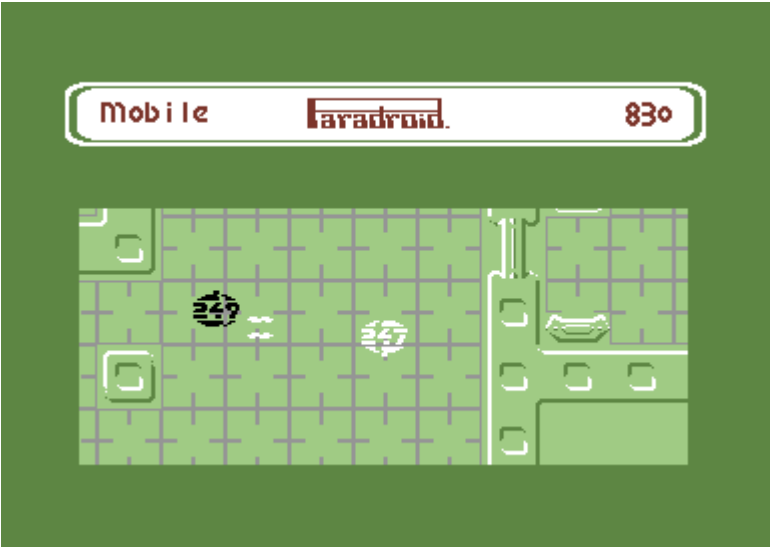
Icon Description

- Droid Return to the game  
Gain access to the Droid Data Library. You can view data about any droids that are of lower rank than your current host. Push the Queryjoystick **UP**/forward or pull it **DOWN**/back to see each droid. For further information about a particular droid, push the joystick **LEFT** or **RIGHT**
- Deck View the deck you’re on. Maps out lifts, consoles and energise points as well as present location
- Ship See the entire freighter from a side perspective



## Scoring

Action	Droid Class Points	
Ramming	1-8	Class x 10
Ramming	9	Class x 100
Shooting/Transferring	1-8	Class x 25
Shooting/Transferring	9	Class x 250
Transfer failure	1-8	Class x -10
Transfer failure	9	Class x -100



## Alert Status

Alert status is shown on most decks wherever you see the word “ALERT” and is usually green. If you destroy droids quickly, the alert status changes to yellow, amber or red, depending on how quickly you’re able to destroy droids. Alert status affects scoring. You are awarded maximum extra points when you destroy droids under a red alert.

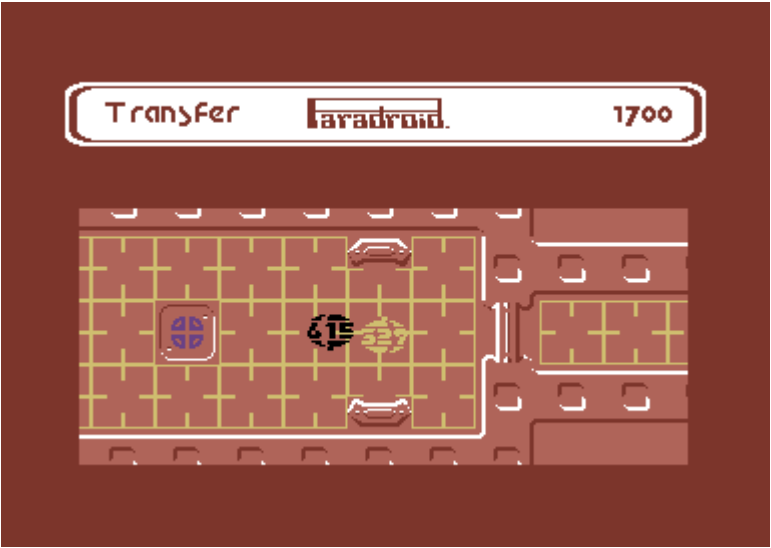
### Alert Points (per second)

Yellow 5

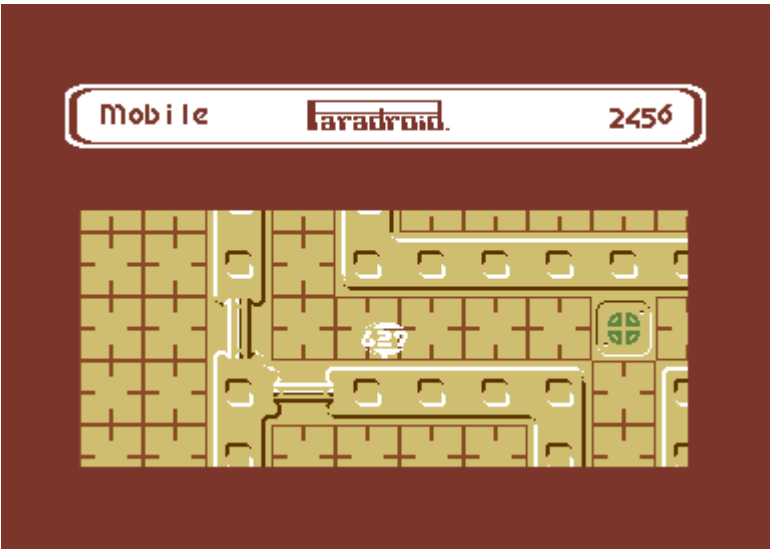
Amber 10

Red 25

**Deck/Ship clearance bonus** 500/2000 points



**Energise penalty** -5 points per second



If your score qualifies as the highest or lowest, you'll be prompted to enter your initials. To do so, push the joystick **LEFT** or **RIGHT** until the letter you want to select appears. Then press the **FIRE** button. Repeat the procedure for the second and third letters.



## Credits

PROGRAMMER: Andrew Braybrook  
MUSICIAN: Steve Turner








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# NODES OF YESOD®



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	Back to Main Menu (at Game Over)
 	Start Game

# Nodes of Yesod

Locate and destroy the alien Monolith hidden the moon. Jump on platforms. Avoid aliens. Capture the mole at the start by jumping at him. Push UP to use the captured moon mole to destroy most aliens, or let him eat his way through walls to explore new locations. Collect a space helmet for extra lives. Push DOWN to plant gravity sticks to help you.

# Scenario

*Somewhere on the surface of the moon . . .*

*The Rt Hon Charlemagne ‘Charlie’ Fotheringham \x97 Grunes well known explorer and adventurer, apprentice saviour of the universe, finds himself in a ‘proper pickle’ as his nanny used to say!*

*On leaving the ancestral domicile at Salmons Leap, Middle Thumping, one bright and breezy Sunday morn, after a scrumptious breakfast of lightly grilled kippers dripping with butter, and tangy with the juice of a well squeezed lemon, Charlie noticed a strangely furtive foreign looking cove lurking by the rhodendendrons. ‘What ho!’ cried our hero hazarding a cheery grin in the intruders general direction. ‘Ah Meester Groanz’ spoke the mysterious figure ‘Ay have been vaiting here for to see you.’*

*Charlie suddenly came to a halt. The cheery grin was replaced by a concerned frown as he recognised the voice of the secretary to the chairman of the International Commission for Universal Problem Solving (Known by its acronym of ICUPS) ‘ve hav ze prwblem zat needs your most hurgent attention,’ the voice was chilling. Smith, for that was the interloper’s supposed name continued ‘I vill brief you on ze vay to our merst zeecritt ed quarters.’*

*Minutes later Charlie, accompanied by the Smith type, was gunning the old Aston-Martin in the direction of the afore mentioned ‘ed quarters’ buried below the remains of the ancient monument of the 20th century ‘Plastic henge,’ ‘so you see meester Groone it is imperatif zat you find for us ze erbschectt vitch emitts zeeez signals.’ Smith was saying, Charlie had already reached this conclusion, his razor sharp wit, honed to its finest edge, had led him to the realization that this was potentially the stickiest situation he had ever been embroiled in. It seemed boffins from the great scientific establishments had intercepted coded signals from the centre of the moon to an unknown destination in the outer reaches of the galactic spiral. Signals which when decoded told of the vulnerability of earths defences, the signals must be terminated and quickly. Quicker than he could order lunch at the Dorchester, our valiant hero finds himself alone on the next moon shuttle. Thoughts forming in his mind tell of creatures, mole like in appearance which eat the very material of the moon, ‘The capture of one of these creatures must be the first priority’ Charlie says aloud, (hoping that by using such an animal he can travel from cavern to cavern under the moon,) but such creatures can be fickle, would they, for example, eat what ever he points them to, or, is some of the moon inedible to them. And what of the other inhabitants of the depths of the satellite, few people had explored the deep caves of the moon, and none had returned from such an expedition ...*

*‘By Jove’ exclaimed Charlie as the autopilot made the final approach to lunar landing ‘It looks as though one might have company down there!’ for there, on the surface of the moon, was a red space ship!*

The shuttle lands, the adventure begins.

THE BRIEFING

‘According to the latest surveys there are mole type creatures on the moon who eat the walls of the sublunar caverns your best bet is to capture one of those to facilitate travel through the caves, so befriend one if you can. You must find the keys to the cavern which contains the large monolith type object, these keys are in the form of elementary alchiems, there are 8 to get. Travelling under the moon surface will be hazardous, your suit will protect you against slight falls but be careful because if you fall too far you will surely die.

Also Charlie, you may find that in some of the deeper potholes there is a gusty up draught which will take you to the surface. Be careful, we don’t know what life forms are in some of these caverns. We’re counting on you Charlie, Good Luck.’

These were the words ringing in Charlies ears (after translation from Smiths disgusting accent of course).

# Playing the Game

When you are the Astronaut, your joystick controls are:

Astronaut Description

- LEFT/RIGHT Walk left and right
- FIRE Jump
- DOWN Gravity Sticks (only after you have collected extra lives)
- UP Change to Mole (only after you have captured the mole!)

When you change to the Mole, your joystick controls are:

Mole Description

- LEFT/RIGHT Move left and right
- FIRE Change to Astronaut
- DOWN Move down/Change to Astronaut
- UP Move up



# Credits

PROGRAMMER: Keith Robinson  
GRAPHICS: Colin Grunes, Stuart Fotheringham  
MUSICIAN: Fred Gray

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NEWERWORLD











COMMODORE

HEWSON



## Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	Fire
 	Fire

## Netherworld

Trapped in another world, your only way back is to collect enough diamonds to buy your way out. Dodge acid bubbles, dragons and other creatures. Collect a set amount of diamonds within the time limit and then exit through a teleport. Some rocks can be moved, some can be changed into diamonds. Get extra time from an hour glass and avoid the goat's head.

## Scenario



*You are trapped in another world, a world completely different to the one you know, a world of fantastic structures and strange,wonderful beings, but you are trapped. The only way back into the real world is to collect enough of the local currency to pay your way out otherwise you'll spend the rest of your days continually dodging acid bubbles, dragons and other such creatures.*

## Playing the Game



Your objective is to collect a set amount of diamonds within a time limit and then exit through a teleport. You have to start the level from beginning only if the time limit runs out. In a playing area the following features can be found:

Feature	Description
brick	just a brick
secret door	looks like a brick but has slightly different graphics
demons	these spit deadly bubbles
alien generators	spit various nasties
alien eggs	blast them away if they obstruct your path
movable rocks	use them to block alien generators, change them to diamonds by pushing them inside a diamond squeezer and use them to change the course of the mines
diamond squeezer	a moving rock when pushed into a diamond squeezer changes to a diamond
metamorphosis walls	if a mine hits one of these it changes to four diamonds
scanner mine	follows the perimeter of any object clockwise
bounder mine	flies in a straight line until it collides with a solid object when it changes direction 90\xBA clockwise
hover mine	moves vertically (deadly to touch)
teleport	touch a teleport and press fire button to get a fast transport
Goat’s head	spits acid blood (deadly to touch)
an hour glass	pick it up to get 30 seconds extra time

After shooting the aliens some of them leave behind glowing icons, worth 100, 250, 500 extra points.

- demon killer: touch a demon to destroy it
  - brick smasher: collide with a brick to break it up
  - surprise bonus: 4 features
1. extra life
  2. invulnerability (the ship changes colour)
  3. uncontrollable ship (it stops spinning)
  4. reverse controls (the ship changes spinning direction)



Avoid the surprise bonus icons if you don’t want to gamble!

## Display Information



(left-to-right)

1. Amount of diamonds you have to collect
2. Amount of demon killers (maximum 9)

- 3. Amount of brick smashers (maximum 9)
- 4. Score
- 5. Level
- 6. Armour (maximum 16 shots)
- 7. Time remaining
- 8. Ships remaining

## Credits

DESIGNED: Jukka Tapanimaki  
PRODUCER: Paul Chamberlain

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# NEBULLUS























COMMODORE

HEWSON



## Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	One Player
 	Fire
   	Two Player
   	Music/Effects on
   	Music/Effects off

## Nebulus

Someone on Nebulus has built giant towers in the sea without permission. Start at the bottom and climb to the top to demolish each tower. Use lifts and tunnels. Throw snowballs to destroy or freeze obstacles or creatures. Take care not to fall back into the sea. Catch fish in your submarine while traveling to the next tower.

## Scenario

*Down on the planet Nebulus all is not well. Someone or something has been building giant towers in the sea and they didn't even apply for planning permission.*

*In the offices of Destructo Inc. you awake from your afternoon nap with the phone almost erupting on your desk. The boss is shouting about some little destruction job he's got for you. Still half asleep talking about the brand new Mk.7 Mini-Sub he's got for you and the words "pay rise" you're out of your office in a flash, leaving the phone dangling out of the window as the boss goes on to talk about the extreme danger involved...*

## Playing the Game

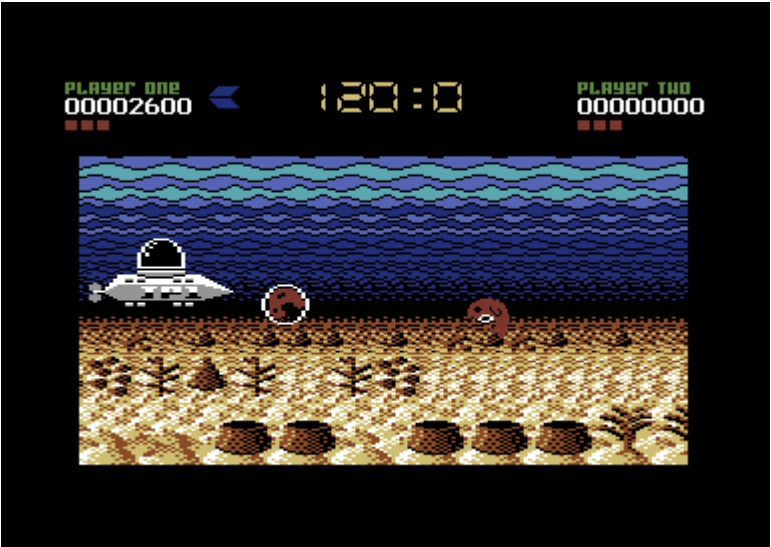


You arrive at the bottom of each tower in your trusty submarine. Climb to the top of the tower within the allowed time. The towers are covered with various ledges, tunnels and lifts. You may also discover ledges which dissolve when you stand on them and slippery ledges which will push you left or right.

Flashing blocks and bouncing balls can be destroyed by shooting them but the silver rolling balls can only be stopped in their tracks for a few seconds. All other creatures are indestructible. If hit by a creature, you will tumble off the ledge and land a few levels down. If you fall in the sea, you lose a life.

Entering the final door at the top of the tower sets off the destruction sequence. You are awarded bonuses for the time left and for technique and the tower will crumble into the sea.

When a tower has been destroyed you get back in your submarine and travel underwater to the next tower. During this time you can pick up bonuses by catching fish. This is achieved by shooting air bubbles to capture the fish, which can then be collected.



## Scoring

Description	Points
-------------	--------

Bouncing Ball	100
---------------	-----

Flashing Block	50
----------------	----

You also get bonus points while climbing a tower, and an extra life every 5000 points.

## Controls

Use a joystick.

### During a game:

Action	Description
--------	-------------

Left	Walk left
------	-----------

Right	Walk right
-------	------------

Up	Enter door/go up on lift
----	--------------------------

Down	Go down on lift
------	-----------------

Fire	Shoot snowball or jump (if pressed while walking)
------	---

P	Pause game, press fire to restart
---	-----------------------------------

RUN/STOP	Abort current game
----------	--------------------

### On Title Page:

Action	Description
--------	-------------

F1	Select ONE player game (default)
----	----------------------------------

F3	Select TWO player game
----	------------------------

F5	Music/sound effects ON (default)
----	----------------------------------

F6	Music/sound effects OFF
----	-------------------------

## Technical Data

‘Rotational’ 3D scrolling with precise hidden-surface removal running at 25 frames/second. Multi-layer parallax scrolling on underwater games (50 frames/second). 3 voice sound effects



# Credits

PROGRAMMER: John M. Phillips
MUSICIAN: John M. Phillips

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# MONTY ON THE RUN



Commodore  
64/128



Gremlin  
Graphics



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↖	Fire

# Monty on the Run

You are Monty. Collect gold coins and objects that either help or hinder you as you make your way to freedom. Choose the following five items for your freedom kit before you start. Push LEFT or RIGHT in the list and push DOWN to select: 02, 04, 12, 13 and 16. Good luck.

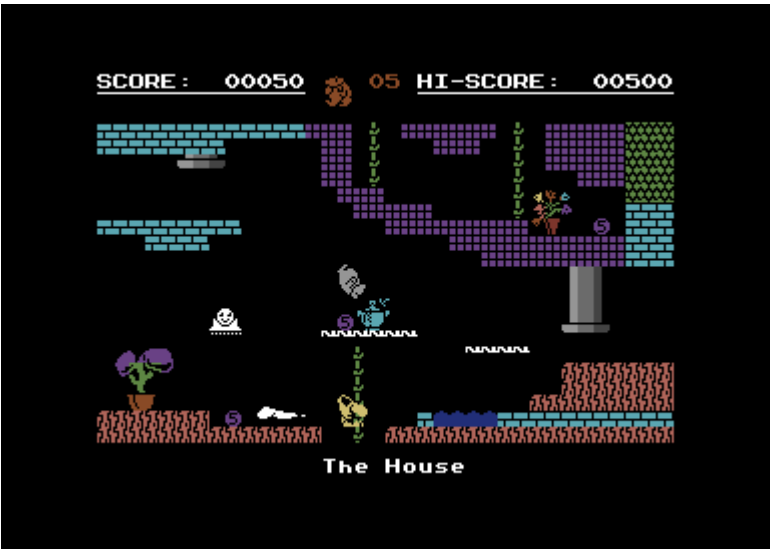
## Scenario

*Super fit and desperate for freedom, Monty makes his daring escape from Scudmore Prison. Hounded by the bastions of law and order, our frightened hero finds refuge with the criminal underworld who offer him his chance of freedom. Moving from "safe house" to hideout to underground lair, Monty must select the correct five elements of his freedom kit from the many he's offered and not miss out on the hidden gold coins that will make him a mole of leisure. Once free, can he make the ferry in time?*

## Playing the Game



Monty, having escaped from prison and how superfit so that he can somersault, must make his way to freedom through many hideous and secret locations. To successfully complete his journey he has been offered a freedom kit with 21 items in it, only the correct five will get him through. In addition, there are gold coins to collect on the way, plus some other objects that will help or hinder (you'll only find out if you try them!).



# Freedom Selection Kit

Use **LEFT** and **RIGHT** to move arrow and press **FIRE**/Jump to select an object. The object numbers will correspond with the freedom kit list.

## THE FREEDOM KIT

- 1. Compass
- 2. Jet Pack
- 3. Disguise
- 4. Rope
- 5. Generator
- 6. Laser Gun
- 7. Watch
- 8. Ladder
- 9. Hand Grenade
- 10. Gun
- 11. Floppy Disk
- 12. Passport
- 13. Gas Mask
- 14. Telescopic
- 15. Tank
- 16. Bottle of Rum
- 17. Axe
- 18. Kit Bag
- 19. Map
- 20. Hammer
- 21. Torch

## General Tips for Object Selection

Don't worry too much about selecting the freedom kit. There will come a point in the game where you will go no further but it looks as if you should. At that point take careful note of where you are, restart the game and select the item from the freedom kit that will help you on your way!

HINT: Read the game information on THEC64 console itself for which items to take with you!

## Selecting Initial Options

Use **UP** and **DOWN** to position the stars at the side of the desired option, then press **FIRE**/Jump to select it.

# Controls

Use the joystick to move. **FIRE** to jump.

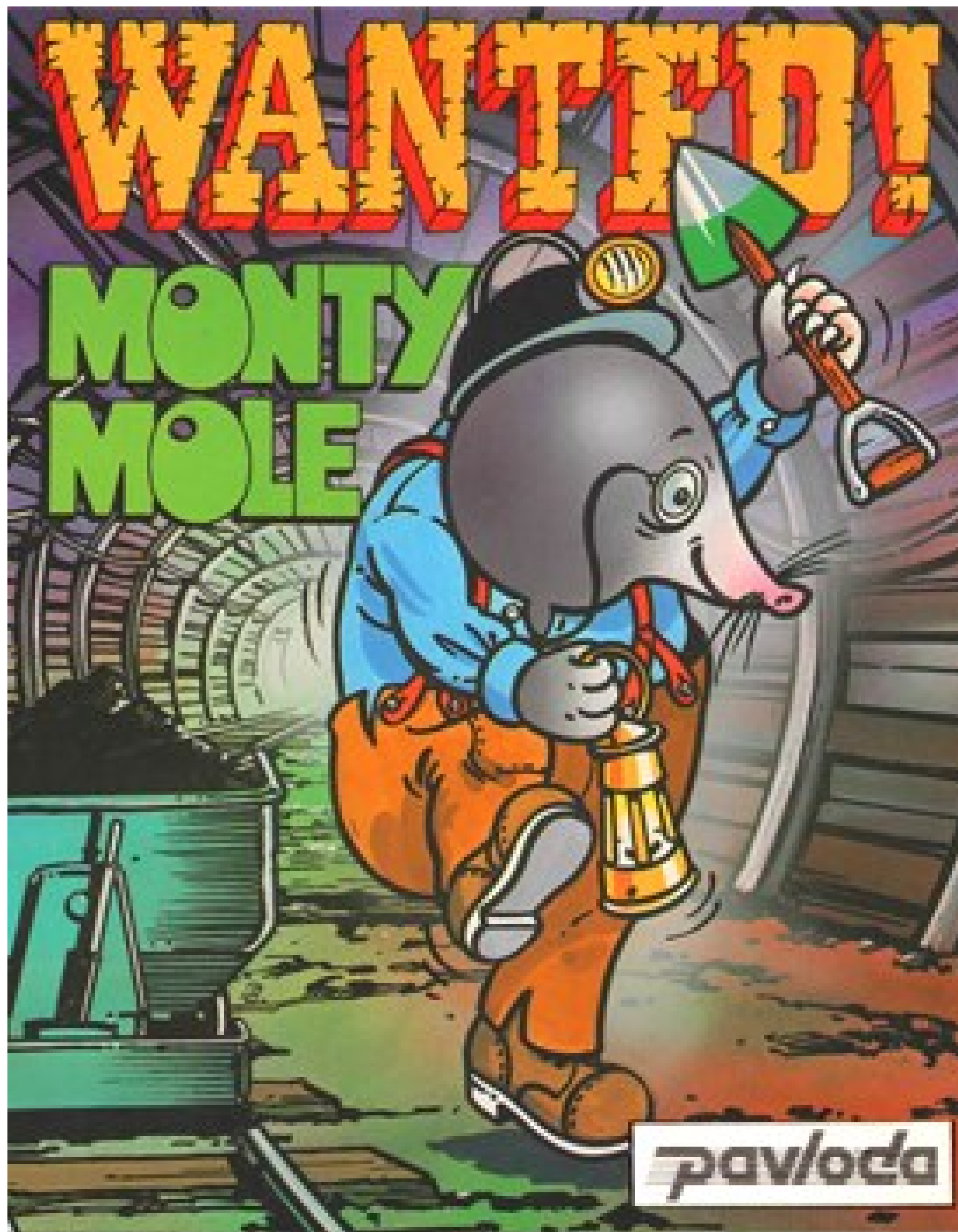


# Credits

PROGRAMMER: Jason Perkins  
MUSICIAN: Rob Hubbard

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FOR  
CBM 64



**Gremlin  
Graphics**



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↘	Fire
●○○○	Difficulty

# Monty Mole

Winter is coming and Monty Mole needs warmth. Raid the local pit mine, filling Monty's bucket with coal as he avoids flying pickets, mammal-eating fish, coal crushers, roaming drills and disappearing floors. Find worms to replenish some energy. Escaping the mine is just the start. Guide Monty through Arthur's castle, collecting ballot papers and scrolls.

## Scenario

*With a long cold winter and bone chilling Christmas ahead, Monty Mole makes a daring, coal snatching raid to his local South Yorkshire pit. Grabbing a miner's bucket he heads off into the darkness, soon to wish he'd caught a cold instead. Alas there's no turning back. Onward to do battle with flying pickets and mammal eating fish; filling his bucket as he dodges the trundling coal crushers and roaming coal drills; keeping an eye on the constantly disappearing floor. With his bucket filled, Monty makes his escape, only to surface in Arthur's castle where his way is blocked by a fiery figure seated on a graphite throne. Seizing his only chance of toppling the great man Monty collects the secret ballot papers and vote casting scroll. But Arthur's no fool when it comes to the heavy stuff and his personal bodyguard of super fit pickets and deadly flying hairsprays, put up an almighty struggle with our valiant Mole.*

*Features: Flying pickets, Poisonous gas, Deadly hairsprays, Coal drills, Coal crushers, Underground railway, Miners helmets, Acid baths, Candles, Springing jacks, Bats and many more devious distractions. Protective shields, Coal truck (shield) and Energising boxes of worms (look in tree!).*

## Playing the Game



How to score



Description	Points
Collect bucket	1
Each coal nugget collected (maximum 13)	1

How to play



Use a joystick to move Monty. Press **FIRE** to jump, then **UP** to climb.

Other controls

Function	Where	Key
Change level (easy/hard)	Title screen	F1
Restart game	During game	Restore



Credits

PROGRAMMER: Anthony Crowther
MUSICIAN: Anthony Crowther

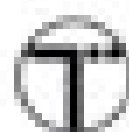
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# MISSION A.D.











*CGI*  
COMPUTER GRAPHICS LTD.



SALES 01-379 6755  
01-240 9334  
INTERNATIONAL 44-1-379 6755  
COMMODORE 64/128

# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	Fire
 	Fire

# Mission A.D.

You are agent 1Y, and somehow you have been transported into the future. Your mission is to destroy a specified number of a specific robot type within the time limit. Use teleports and lifts to explore each area around Odin's Liverpool head quarters. You should only shoot at things that shoot at you.

# Scenario

*As the door slammed shut behind him, agent 1Y turned and fire two explosive bullets at where he thought the lock was. No effect, he was trapped, this mission had always smelled a little funny but then, breaking into Odin’s Liverpool headquarters had not been his idea of fun after all. Trade secrets were not really his game, killing was more the mark! Examining the inside of the cubicle into which he had dodged to avoid the security man, he discovered three buttons set into one wall. Since he couldn’t get out of the door he’d come in, he’d have to do something else. Pressing one of the buttons seemed like the best idea but , which one? Eeny meeny miny mo, shoot a robot in the toe. He stabbed his finger at the top one. The gentle background hum, unnoticed before, began to increase. the gentle ambient light that seemed to come from nowhere in particulr got brighter. Something was happening. The noise rose to a roar sounding as if a sheet of steel, a mile long, was being casually ripped in tow, the light, now a glare, became brighter still.*

*Blinded and deafened, 1Y was aware of numbers flashing before his eyes. 1986, 1987, 1988, faster and faster, until they became a complete blur. Suddenly, everytihng was normal again, if standing in a cubicle, 1.5 metres square by 2.5 metres high could be described as normal.*

*As his sight and hearing returned, 1Y decided that either this room was a torture chamber for lazy programmers, or it was something else entirely. Pressing the middle button caused the door to open, not the same as that by which he had gained entry, but an exit nevertheless. Peering cautiously around the door, 1Y noticed that the surroundings had changed. He was in a library.*

*Looking at some of the books, the reflexes that made him the best liquidator in the world saved his life as he destroyed the robot that hurtled around the corner with its guns blazing. A voice, coming from nowhere in particular, began to whisper..*

*“You have precisely 16 minutes to destroy...”*

*As another robot appeared, agent 1Y reduced it to a pile of smoking scrap and turned to see an image lingering in the air. Presumably, this was what he had to destroy. The voice began again..*

*“Kill these and receive a bonus, do not kill anything that does not shoot at you.”*

*Well at least he was on vaguely familiar ground and knew what he had to do. What he should also have known was that this was the beginning of Mission A.D.*

# Playing the Game



## To Use the Teleports

Move to the centre of the teleport hatch and push **UP**. Now select your destination by use of **UP** and **DOWN**, press **FIRE** to confirm your decision.

## To Use the Lifts

Move to the centre of the lift doors and push either **UP** or **DOWN** depending on which level you wish to go to.



## Credits

PROGRAMMER: Marc Dawson
GRAPHICS: Stuart Fotheringham
MUSICIAN: Fred Gray

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# MEGA-APOLYMPSE



FOR THE  
COMMODORE  
64/128 CASSETTE



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	1 Player, Dual Enemies, Dual Allies mode
↙ ↘	Fire

# Mega Apocalypse

Explore the universe, boldly seeking out strange and exciting new worlds. If you find any, your instructions are quite clear: blast the living daylights out of them. Grab the useful objects that some of them leave behind, before somebody else does. Simultaneous two-player mode can be cooperative or competitive.

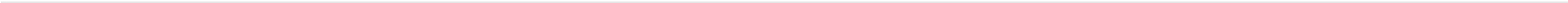
## Scenario



*Find strange and exciting new worlds....then blast them to pieces!!!!*

*Featuring:*

*One player, two players (dual allies or dual enemies). Five channel sound which utilises two separate speech channels with sampled dialogue and effects. Super fast 360 degrees fire power. Collectable pods to enhance your spacecraft's shield, fire power, manoeuvrability and speed, Hi-Score, ultra score and galactic hall of fame.*



# Playing the Game



Congratulations!

You are now the proud owner of the most mega-advanced super shoot\xB4em up game ever.

It is a very strange universe really - isn\xB4t it? All those millions of planets and moons and stars and comets swirling about in the vastness of space. Imagine what fun it would be to explore - to boldly go where no boldly goer had boldly gone before - unless they happened to live there. Latest research from the Institute of Advanced Research (I.A.R.) indicated that there are quite a lot of planets with things living on them. Some of these things are pretty intelligent like us really. Other of these things are really stupid, like whelks, for example. Anyway, to cut a long story short, you have been selected to explore the universe, boldly seeking out strange and exciting new worlds. If you find any, your instructions are quite clear. BLAST THE LIVING DAYLIGHTS OUT OF THEM!!

As you set off in your remarkably fast and powerful spacecraft - your mind is tingling with excitement. Slowly you hurtle at excessive speeds into the void - blasting a stray comet into a million shimmering pieces!

Your world is suddenly filled with highly useful objects floating aimlessly in front of you. Things like missiles, rotate motors, speed up thrusts (I ask you... is this likely!), shields and - yep - extra lives. Frantically, you try to capture them. But what\xB4s this? Someone else is also trying to grab these goodies. His shield is impervious to your laser bolts. Oh no!! And what\xB4s this? It\xB4s an enormous and highly populated planet... WHAM!!! BLAM!!! KERPOW!!! WOW!!! It\xB4s Mega Apocalypse.

Have fun!!



## Controls

Key-commands:

Key/button	Where	Description
F1 or THEC64 <b>TR</b> button	Title Screen	One player, dual enemies, dual allies mode
CBM-KEY or THEC64 <b>MENU</b> button	During game	Pause on/off
Q or THEC64 <b>MENU</b> 'Exit' option	During game	Quit current game (from pause mode only!)
CBM-KEY and Q	During game	Star mode for insomniacs





## Credits

PROGRAMMER, SOUND EFFECTS: Simon Nicol  
GRAPHICS: Bob Stevenson  
MUSICIAN: Rob Hubbard

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# EPYX

*COMPUTER GAMES  
THINKERS PLAY*



# JUMP MAN



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Beginner/1 player
↖ ↙	Start Game/Instant Quit (during play)
●○○○	Intermediate/2 player
○●○○	Advanced/3 player
○○●○	Grand Loop/4 player

# Jumpman

Survive all thirty game levels, scoring as many points as you can. Climb skyscrapers made of girders, ladders, ropes, and elevators. Complete each level by collecting bombs before you lose your seven lives. Avoid speeding bullets, floating blocks and pesky robots. Try not to fall, or another Jumpman bites the dust.

# Scenario

*The enemy has infiltrated JUPITER Headquarters! ALIENATORS have sabotaged all systems.. planted bombs throughout its thirty levels ... ready to blast Headquarters to ashes at any moment. CAN THEY BE STOPPED?*

*Already, JUPITER #1 is starting to crumble. CAN IT BE SAVED? And, can the other two command centres be secured before the ALIENATORS over run their defences? IT'S UP TO YOU!*

*YOU, trained as the governments top secret weapon, are the only one able to defuse the bombs and restore the communication systems. YOU ARE JUPITER JUMPMAN! You have the speed, skill, and SEVEN LIVES necessary to outwit the ALIENATORS. You have the ability to scale ladders, girders, ropes, and mysterious mazes to quickly find the bombs. And, ONLY YOU KNOW HOW TO DEFUSE THEM!*

*BE ALERT... instantly able to dodge or jump over the ALIENATORS' bullets. BE PREPARED... always ready to fight their evil backup forces of dragons, robots, and other destroyers. AND, CONSTANTLY WATCH OUT FOR... crumbling girders, falling objects, and many other nasty surprises!*

*Your joystick activates your jet boosters, enabling you to leap around each level of Headquarters, while avoiding deadly obstacles. JUMP ON TARGET, and you'll succeed... restore power, defuse the bombs, and save JUPITER!*

*MISS YOUR TARGET, and you might find yourself dangling from a ledge, with all but your seventh life gone!*

*Jumpman offers a variety of ways to play: five game variations, thirty game levels and from one to four players can play. Also, you can choose how fast or slow you wish your Jumpman to move.*

*The object is to successfully complete all thirty game levels, scoring as many points as you can. You complete each level by making Jumpman collect all the bombs, before the many dangers wipe out Jumpman's seven lives.*



# Playing the Game



You see the title, a game demo, and the high scores from previous games. Press RETURN to start your game, or press **TL** on THEC64 Joystick.

## Game Variations

Choose one of the five games: Beginner, Intermediate, Advanced, Grand Loop, or Randomizer. The first three represent the buildings that make up Headquarters. Successfully complete any of these games; you'll see Headquarters, with the lights on in the appropriate building.

## Difficulty Levels

The Beginner game has eight easy levels, (1-8). Intermediate has ten medium levels, (9-18). Advanced has twelve hard levels, (19-30). The Grand Loop lets you play all thirty levels in sequence. The Randomizer allows you to play a random selection of all levels , except the first level.

Press the corresponding number, then RETURN (or press **TL** on THEC64 Joystick) to select game variation.

## Single & Multi-Player Games

Now you will be asked "NUMBER OF PLAYERS?". Answer this prompt by pressing the appropriate number on the keyboard. (1-4). Before each player's turn, the computer will warn that player to be ready to play.

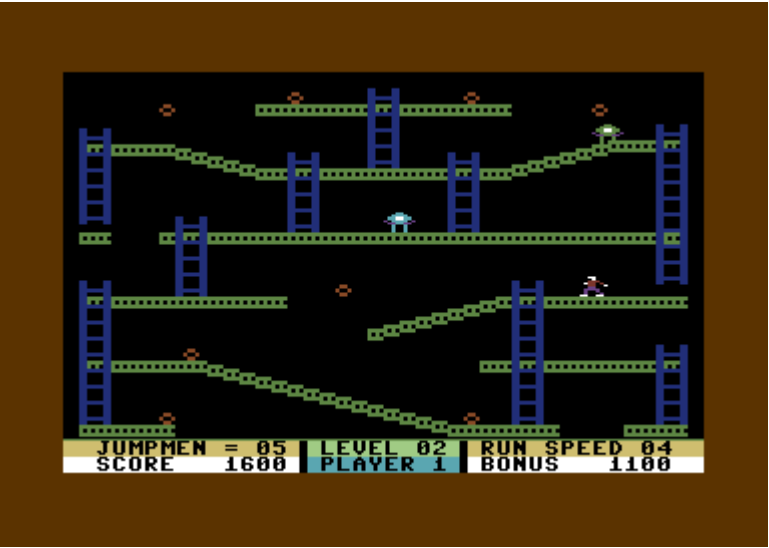
Multiplay is achieved by each player, using, in turn, just the one joystick. When a player successfully completes a level or all of his or her Jumpmen die, he or she passes the joystick to the next player. Then the next player plays the same level.

If all of any player's Jumpmen die before he or she completes a game, then that player is eliminated from that game. The winner is the player who successfully finishes a game and has the highest Total Score. Or, the winner is the last remaining player who reaches the highest level and has the highest score.

## What You See

The name of the level will be displayed and the player will be prompted. You'll see a skyscraper made up of girders, ladders, bombs, and sometimes floating elevators, up-ropes, and down-ropes. The up-ropes extend a little above the girders; the down-ropes do not.

During play, you'll encounter many hazards, such as speeding bullets, floating blocks, pesky robots, and other unpleasant visual shocks. You'll also see across the bottom of the screen, from left to right:



Number of Jumpmen, Level Number, Speed Score, Player Number, Bonus

At the start of the game, Jumpman has seven lives to play the game. During play, the number of lives he has left is shown at the bottom of the screen. After the scene appears, the figure of Jumpman appears in the scene, and play can start.

# Choosing Jumpman’s Speed

You can change Jumpman’s movement speed anytime it’s your turn. He has eight different speeds. 1 is the fastest and 8 the slowest. You change Jumpman’s speed by pressing the appropriate number on the keyboard (real or virtual), either just before he appears on the screen at the beginning of a turn, or anytime during play. When the present Jumpman dies and a new one appears, the new one will move at the new speed. If you do not select his speed, he will move at medium speed.

# Moving Jumpman

Leaping around a skyscraper, while avoiding hazards is dangerous work. One mis-step and - POW!

You move Jumpman with your joystick. Pushing your stick **UP**/forward makes him climb up ladders. Pulling your stick **DOWN**/back toward yourself makes him climb down ladders. Push the stick **LEFT**; he moves left... to the **RIGHT** and he moves right.

Jumpman jumps \xB7when you press the **FIRE** button. If the stick is pushed **UP**/forward, he will jump straight up, (often a necessary manoeuvre when a bullet suddenly changes direction).

When you press the **FIRE** button and, at the same instant, push the stick to the **RIGHT**, Jumpman will leap to the right. Press the **FIRE**button, push the stick **LEFT**, and Jumpman will jump **LEFT**.

Experiment. Try him at different speeds. Test all of his abilities before you get into serious competition with other players. But, beware: if Jumpman fails to touch the structure he is leaping toward, or leaps off the screen... falls just a couple feet lower than the level from which he started - KERPOW!... another Jumpman bites the dust.

# Game Scoring

Two scores are kept: the Total Score, and the Bonus Score. The Total Score is the sum of all points scored during the game, including the final Bonus Score.



Players receive 1500 Bonus Points at the start of most levels of play. Every few seconds, 100 points are deducted from these points. When the player successfully completes a level, the remaining Bonus Points are added to both the Total Score and the Bonus Score.

When the player successfully finishes the game, then for each Jumpman left, extra bonus points are added to both final scores:

## Points Level

- 100 Beginner
- 250 Intermediate
- 500 Advanced
- 750 Grand Loop

Each time Jumpman collects a bomb, 100 points are added to the Total Score, except in the Grand Puzzles. In the Grand Puzzles, four special bombs are hidden along with the other bombs. Each special bomb is worth 500 points.

Killing creatures also scores points. A bonus Jumpman is awarded each time a player scores an additional 10,000 points.

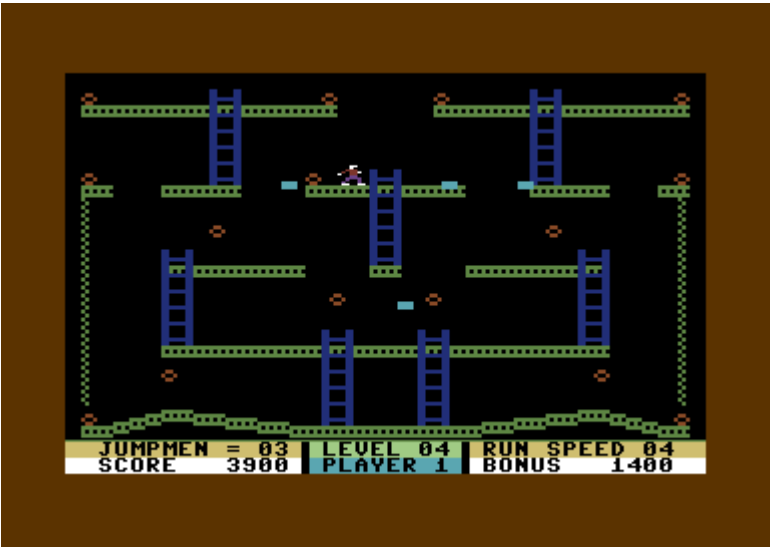
# Recording High Scores

After the game ends, whether or not the player completes it, the High Score screen appears. It displays the top 20 Total Scores and the top 20 Bonus Scores of previous games. If the player hasn’t beat the lowest scores, the program goes to the Options, screen. If the player qualifies, then he or she may enter a maximum of three initials opposite his or her score. They do so by cycling through the alphabet, by pushing the joystick **UP**/forward or **DOWN**/back until the letter they wish to enter appears. Then, they press **FIRE** to enter it.

If they have successfully completed a game. then the first letter of the game’s name will appear to the right of their score, such as B for Beginner. R will always be awarded for Randomizer, even if the game was not completed.

Turn off the computer before you record the game’s high scores (using THEC64’s **MENU** button and ‘save’ option), then that game’s high scores are lost.

## How to Play Again



When a game ends,, the program will! automatically return to the options screen. You can then start a new game. At any time, during a game or during other modes, press the RETURN key (or press **TL** on THEC64 Joystick) to return to the Options screen and start a new game.

---

### ##Additional Hints

From **RANDY GLOVER**, Jumpman’s Author

Jumpman is the ultimate test of your reflexes versus instant Visual surprises. It’s impossible for a new player to remember all the ugly hazards and bad forces his or her Jumpman will meet.

Only experience playing, and playing again will gain you the skill and proficiency you need. These hints will get you started:

1. Each of the thirty levels can be completed without losing a Jumpman.
- 2)When you first play, try Jumpman at medium to slow speeds, (4-6). Then. as soon as you successfully complete a level, increase his speed the next time you play that level. You are penalised Bonus Points for the length of time it takes you to complete a level. The less time you take; the more Bonus Points you’ll score.
3. Jumpman can leap amazing distances. See how far you can make him jump. When he is grabbing for something a ladder or girder, keep your joystick pushed in the direction you wish him to leap. If you let your stick flip back dead centre too soon, Jumpman might slip and fall to his doom.
4. Watch more than Jumpman on the screen. Constantly scan all four edges. Especially when he is vulnerable, like climbing a rope or ladder; or at the end of a girder. Expect the unexpected to happen... an object to suddenly shoot out from either side or drop from above - and KERCHUNK, another Jumpman bites the dust!
5. Try to remember each level’s action... the structural layout and obstacles. Keeping track of their names might be a good way.

---

## Credits

PROGRAMMER: Randy Glover
MUSICIAN: Randy Glover

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# IRIDISCO

BY JEFF MINTER



COMMODORE

LLAMA/ASOFT

HEWLETT

Steiner





# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↘	Start
●○○○	Set Difficulty

# Iridis Alpha

Control a Gilby. Lose energy when you're hit. Gain energy when you destroy an enemy. Too little or too much energy and your Gilby explodes. Check your ship's color. Dark is low on energy, bright is high. Transfer or receive energy by landing at the Core area. There's so much more to this game.

## Scenario



### SCREEN DISPLAY

After the initial screens your Gilby Robot Fighter warps into the first of five upper planets displayed in the top third of your screen. The middle third of the screen initially shows the design of the Warp Gate on the planet, the design of the Core Area and the design of the non-Core Area. This section of the screen is replaced by a display of a lower, mirror-image planet when you have destroyed three or more waves on the upper planet. The control panel occupies the lowest section of the screen (see illustration below).

### The Control Panel

**ENERGY STATUS** Your energy grows when you destroy items and falls when you collide with items. If your energy climbs too high or falls too low your Gilby will explode. The length of the energy line on the control panel shows your current energy status and this is also indicated by the colour of your ship (white is dangerously high, black is dangerously low).



**CORE ENERGY** You can transfer energy to or recover energy from the Core Area by flying over the Core Area and stopping. Your Gilby will land. You can fire from the ground. To take off run to the edge of the Core Area and jump up. When the Core Area energy is full up you will transfer automatically to the bonus phase.



**TRANSFERRING TO THE LOWER PLANET** After you have destroyed three waves the lower planet will appear. To transfer to it you must find an alien which turns into a spinning ring for a few seconds when you destroy it. Stop firing and fly through the ring and you will transfer. To return to the upper planet find a similar spinning ring and fly through it.

**PLANET ENTROPY** Both upper and lower planets have an entropy which decays when they are not in use. The entropy status of each planet is shown at the far left of the control panel. If either entropy level falls too low your Gilby is destroyed.

**WARPING TO A NEW PLANET** When you have destroyed enough attacking waves you are able to warp to another planet. The Next Planet Pointers at the far right of the control panel indicate your current destination. To Warp to a new planet find the Warp Gate on either the upper or lower planet, stop firing and fly through the Gate.

**PROGRESS SCREEN** The Progress Screen appears every time you complete a group of attack waves. You may cancel it by pressing the fire button. The screen shows the twenty waves for each planet and illuminates each wave as it is completed. Your current wave is shown in red.

**SCORING** Points are earned for each enemy destroyed. The rate of scoring is shown as a points multiplier at the centre right of the control panel and varies from \xD70 (times zero when stationary) to \xD78 (times eight when at maximum speed).

### Game Tactics

1. The first three levels are all single-planet. Practise flying Gilby about, landing on the Core, jumping around and taking off, and of course, shooting. It's important that you grasp the idea of Gilby LOSING energy each time he's hit and GAINING an equivalent amount of energy each time he kills an enemy. Be aware that you can have *too much* energy, as well as the more obvious situation of having too little. Keep an eye on Gilby's colour as you play. If the colour is dark - black, blue or red - then Gilby is low on energy. If the colour is bright, for example yellow or white, then Gilby is getting very full and you had better be looking to offload some.
2. You get rid of excess energy in either of two ways: by deliberate collisions with enemy ships, or better still by dropping it off in the Core. To land on the Core and transfer your energy, just fly to the Core, stop overhead, and release the FIRE button, whereupon Gilby will drop to the deck and the energy will be dumped. To leave the Core, you must walk Gilby off the Core surface and then leap into the air and fly. If you leap while you're on the Core, you just perform graceful lunar-type leaps.

You may still fire at the enemy when you're on the Core, but you get different types of shots to those of an airborne Gilby.

3. Use the first three levels to get used to all this. Press Q to quit if the going gets tough or confusing, and just keep running those three simple levels until you've mastered the controls and are ready for the second planet.

- 4. After you finish Level Three the progress chart comes up with your completed waves on it, and highlighted icons representing your possible destinations amongst the planets of Iridis. This chart makes a regular appearance as you progress through the game; each time a new planet becomes available the chart pops up. You can also call it up anytime during play by pressing SPACE. Just press FIRE to leave the chart display and return to gameplay.
- 5. With the lower planet activated, your next priority is to learn how to transfer control from top to bottom and vice versa. Although both Gilbies are displayed, only one at a time is active. The non-active Gilby is rendered in neutral grey, so don't try to control a grey Gilby!
- 6. To make a transfer, you have to do three things: firstly, shoot any alien that produces a spinning ring when shot. You see these rings when you shoot most things; they look a little like flashy Polo mints. Shoot your alien to get the ring, then release the FIRE button, and fly through the ring. You'll then have transferred control to the opposing Gilby. (Learning to transfer is the most essential manoeuvre in Iridis gameplay. Take time to learn it well).
- 7. During 95% of the time you're playing Iridis, you should hold down the FIRE button. Fire is automatic and rapid. You only release the button if you've too much energy and don't want to shoot anything for fear of blowing up, or if you are wanting to transfer or land on the Core. You see, you have to make a conscious effort to let go of the button to make a transfer or landing. When you get used to the idea that you can NEVER transfer or land while you've got that button pressed, you'll find that you rarely, if ever, make unwanted transfers or landings.
- 8. The unused Gilby of the pair will decay if unused, and eventually blow up. By transferring regularly, you 'recharge' both Gilbies thus avoiding an untimely demise. Keep an eye on the Entropy Gauge in the lower left of the screen. Both Gilbies are represented there; the unused Gilby in the gauge gets darkest as it decays. If you look there and one of the Gilby-icons is blue or black, better transfer quickly. To remind you if you forget, the last four seconds before death due to not transferring are indicated by a violently-strobing screen. If you get these heavy strobes, transfer promptly and you'll be safe.
- 9. The Warp Gate, as well as being another means of avoiding Gilby decay, is your means of transport between the planets of Iridis Alpha. Over on the right hand edge of the control panel are five icons representing the planets. You'll notice little pointers over some of the icons. Each time you shoot something the pointer will switch between the icons representing the available warp destinations. In the early stages, that'll be only a couple of icons; as you open up more of the game, more destinations become available. To go to a destination, fly to near the Warp Gate, shoot until the pointer is aligned on the icon representing your chosen planet, then fly into the Warp Gate.

Iridis shows a way for the shoot-em-up to evolve, gaining depth and a degree of complexity, but still remaining playable and very 'blastable'. Whereas many blasting games become boring very quickly, lacking any objective beyond mere destruction of alien ships, Iridis gives the player plenty to think about. We're just trying to show that shoot-em-ups don't by any means have to be 'mindless'...

So give 'em hell - but think about it...

# CREDITS

Designed and programmed by: Jeff Minter

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**FIREBIRD**



A LEGEND IN GAMES SOFTWARE



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↚	Fire

# IO

Test your skills against diabolical alien beings and spacecraft. Collect smart-bombs or shoot the bombs to turn them into different weapon pick-ups. Add an orb to help protect your ship. Get bonuses and extra lives as you blast through each level, reaching the alien host who awaits at the end.

# Scenario



DO YOU WANT...

*The Slickest, fastest shoot-em-up ever?*

*Stunning gameplay that demands every ounce of talent and skill you possess?*

*Every kind of despicable alien fiend known to man in wave after wave of remorseless aggression?*

*Awesome graphics from the electronic brushes of Bob Stevenson?*

*Brilliant programming by Doug Hare that pushes your computer to its absolute limits?*

IF THE ANSWER IS YES YOU WANT IO



# Playing the Game



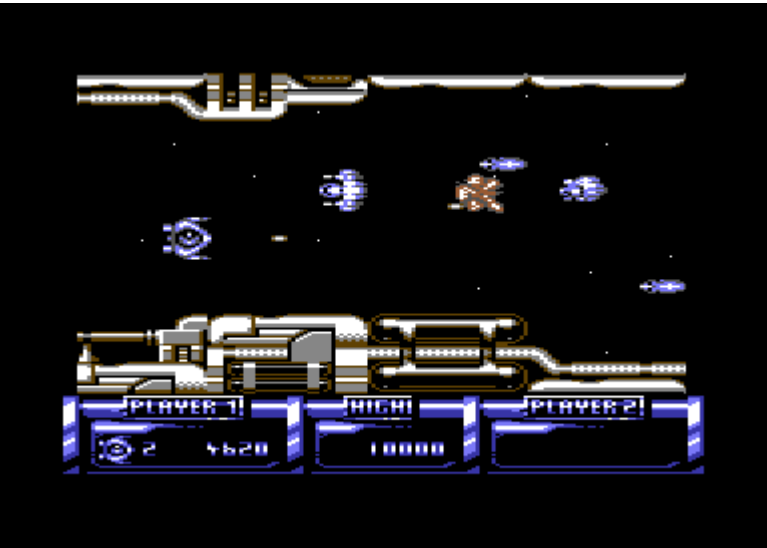
## Controls

Action	Description
Select one player game	Move joystick <b>LEFT</b>
Select two player game	Move joystick <b>RIGHT</b>
Start game	Press <b>FIRE</b>
Pause game	Press RUN/STOP
Resume game	Move joystick in any direction
Abort game	press Q

## Features

There are green pick-ups placed at various intervals. If you run into them they will act as a smart-bomb and destroy everything on the screen. If you shoot them four times they change into weapons which can be collected. These weapons increase your fire power.

If you have collected two weapons, the pick-up will become an orb instead of a weapon. As well as increasing your fire-power, these orbs are protective. You may carry up to two orbs at a time, and any further orbs that you collect will be worth bonus points. Each time you are hit you will lose an orb. If you are hit when you are not carrying any orbs, you will lose a life. Extra lives will be given when you reach 20,000 points and then every 50,000 after that.



## Credits

PROGRAMMER: Doug Hare
GRAPHICS: Bob Stevenson
SOUND EFFECTS AND MUSICIAN: David Whittaker
THANKS TO: Simon Pick and Gary Liddon

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**EPYX**

# IMPOSSIBLE MISSION-II™

Commodore  
64®/128™

Box 14070

**BRINGING  
BACK!**





# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
▴ ▾	Fire
▾ ▴	Fire
●○○○	Restart game

# Impossible Mission II

Enter Professor Elvin Atombender's complex and stop him from hacking military computer installations and destroying the world. Use your personal pocket computer and explore. Assemble a three-digit combination to gain entry to each tower. Open safes, recover musical sequences that ultimately give you entry to his control tower and avoid his robots.

## Scenario



COBRA BLUE CLASSIFICATION ULTRA

### DISTRIBUTION

Field Operations Assets, (Need to Know basis only) Field Operations Control, Langley Electronic Intelligence Operations, Ft. Meade Joint Chiefs of Staff, Pentagon Commmander, Strategic Air Command, Omaha (EYES ONLY) Commander, Submarines Pacific, Honolulu (EYES ONLY) Commander, Submarines Atlantic, Norfolk (EYES ONLY)

1. OVERVIEW: Cobra Blue is a top secret surveillance and counter-terrorist operation directed against Professor Elvin Atombender by Field Operations Agent Bravo 29. Elvin, a known psychotic genius, is one of the world's leading experts on robotics, computers, and codes. Elvin is believed to have collected a personal fortune by raiding the computer systems of several of the World's leading financial institutions and transferring funds to his personal bank accounts. Elvin lives at the top of an immense eight-tower complex constructed with his personal funds in northwest Los Angeles near the UCLA campus. Elvin's complex is believed to be staffed entirely by robots built to his design. He receives no visitors and, so far, his complex has proven to be nearly impossible to enter by agents of this and other police and intelligence agencies.

2. COBRA BLUE PHASE I: Elvin's tower complex is under constant watch. All activity between his complex and other computers around the world are constantly monitored. Random attempts to break into the tower complex were made by our field agents to gather information about the complex's structure and contents. Intelligence reports indicate that Elvin has spent the past four years trying to electronically break into military computer installations around the world, and he may be close to succeeding. In addition, it is believed that Elvin is becoming increasingly mentally unstable. He has been monitored muttering threats about destroying himself and the world. If he is detected to begin carrying out these threats, field agents will be alerted to implement Phase II through a Flash Alpha One message from Field Operations Control, Langley.

3. COBRA BLUE PHASE II: Field agents assigned to Cobra Blue Phase II will immediately penetrate Elvin's complex, arrest Elvin if possible or kill him if he resists, and neutralise his computer system. THIS MUST BE DONE WITHIN 8 HOURS.

Elvin is believed to live and work in the control center of his complex located in the penthouse of the central tower. He is guarded by highly sophisticated security systems which include mobile robots of several types, locking passageways between towers and musical sequences.

The field agent assigned to penetrate this complex will be assisted by a personal pocket computer which he will be able to use only in the complex's hallways. This computer will track the operative's location, help him determine if he has completed the proper combination for access to another tower, and help him to link together the musical sequences needed to enter Elvin's central tower.

08/04/88 0122 ZULU COPY 01 OF 01 CLASSIFICATION ULTRA CODE GROUP THETA PRIORITY FLASH ALPHA ONE TO: FIELD AGENT BRAVO 29 FROM: FIELD OPERATIONS CONTROL, LANGLEY RE: COBRA BLUE

COBRA BLUE ALERT BREAK IMPERATIVE REPEAT IMPERATIVE ELVIN BE NEUTRALIZED WITHIN 8 HOURS ELSE LAUNCH CODES WILL BE BROKEN AND MISSILES LAUNCHED BREAK CONSULT COBRA BLUE PHASE II OPERATIONS ORDER FOR FURTHER DETAILS RE ELVIN AND TOWER COMPLEX BREAK EXECUTE COBRA BLUE PHASE II IMMEDIATELY BREAK GOOD LUCK AND GO GET HIM

BREAK END

LANGLEY

PAGE ONE OF ONE

**DESTROY AFTER READING**

08/04/88 0123 ZULU

## **APPENDIX A**

### **ELVIN'S TOWER COMPLEX**

Elvin's tower complex is located in the Sawtelle District of Los Angeles on the grounds of the former Veteran's Administration Hospital five miles west of UCLA. Elvin purchased the grounds five years ago from the U.S. Government during an attempt by the government to balance the federal budget.

He has constructed a nine-tower complex consisting of eight towers surrounding a core tower. Each tower includes from four to six rooms, and each has a special function. These functions include parking for Elvin's vast fleet of motor vehicles, living quarters (Elvin reportedly never sleeps in the same room two nights in a row and likes a lot of space), food service including automated kitchens (Elvin considers himself a gourmet although his tastes run toward M&Ms and Fruit Loops), sports and exercise areas, warehousing, executive office suites, and of course massive comply mr systems. There are believed to be up to 64 different rooms in the eight surrounding towers.

The core tower includes the heart of Elvin's computer system and his control center located in the tower's penthouse. There is a flat roof area outside the penthouse where an operative could arrange for an emergency helicopter pickup.

High speed elevators run up the sides of each tower except the core tower. They open on to hallways leading to the towers' rooms. Each tower is linked to its two neighboring towers with both underground passageways and aerial hallways connecting at the upper levels. Security doors prevent access between towers unless you have the proper passcode.

The central tower's control room is reached with a high speed express elevator. Doors to this elevator are located in both the underground tunnels and the aerial hallways between towers midway between the inter-tower security doors. The penthouse control room is the only room in the central tower accessible to outsiders. The balance of the structure is packed with Elvin's mainframe computer system.

Three computer terminals are located in the center of the penthouse control room. One of these controls Elvin's main code-cracking computer where he will attempt to access the world's missile launch control codes and annihilate the planet. This terminal must be reached and deactivated by you to prevent missile launches. The other two are dummies hotwired to 2,200 volts. Any agent touching these dummies will be killed instantly. Intelligence reports have NOT, repeat NOT been able to determine which terminal is real and which are the deadly dummies. Good luck!

## **APPENDIX B**

### **ROBOTS**

Elvin's robots are a major component of his security system. There are six different types you will find roaming the rooms in his stronghold. They include:

**1. The basic security sentrybot.** These are the most common and the most deadly if you get close. Sentrybots may be found in any room. They are each approximately 1.5 meters high and are armed with a high voltage plasma gun. The sentrybots use infrared photocell sensors to detect human body heat even in darkened rooms anywhere to the robot's front. Sound and motion sensors also enable the robot to home in on a human whether the robot can "see" the target with his infrared sensors or not.

A sentrybot will fire its plasma gun anytime it detects a human within six feet. Sentrybots never miss at that short range and humans always die from the weapon's massive electrical discharge.

Fortunately, a human has one major advantage over any robot—mobility. Sentrybots are propelled by linear induction magnetic transport systems embedded in the floors and platforms of each room. Sentrybots, therefore, usually cannot leave their assigned floors or platforms. They also generally move more slowly than a man and can be dodged with a well-timed somersault.

**2. Minebots.** These are small robots encountered in rooms in any Tower. They crawl around rooms and lay mines at random. The mines are visible and easily avoided. Unlike the mines a player can lay, they have no effect on the floor.

**3. Pestbots.** These are relatively harmless but annoying small robots that may be encountered in any tower. They constantly ride the lift platforms and mess up a player's lift platform strategy. They are not dangerous.

**4. Squatbot.** May be encountered in any tower. Squatbots are small robots that squat on the floor like a turtle. With good timing, an agent can step on a squatbot and use it as a stepping stone to leap higher in the air. However, every few seconds, the squatbot is activated and will rise up. (If the agent isn't careful, he may be smashed against a ceiling.)

**5. Bashbot.** This is the second most common robot type and is found in all towers. Shaped like a miniature bulldozer, the bashbot detects a human intruder and instead of zapping him with an electrical charge, it attempts to shove the intruder off the edge of the nearest platform or into a nearby wall. Sometimes when a bashbot is encountered near a door into a room, the bashbot will shove the human intruder back into the adjacent hallway.

**6. Suicidebot.** These may be found in any tower. A suicidebot senses when a man is near and leaps to its death trying to take the man with him.

## **APPENDIX C**

### **ELVIN'S PSYCHIATRIC PROFILE**

**Subject:** Elvin Atombender **Sex:** Male **Age:** 62\*\* **Height:** 5'4" **Weight:** 120 lbs. **Hair:** No **Eyes:** Watery blue, wears wire rim glasses  
**Distinguishing Traits:** Elvin has developed into a high tech hermit who hates people and animals and can only relate to M&Ms and Fruit Loops, anchovy pizzas, Diet Pepsi, and computers.

**Childhood background:** Elvin was a Momma's boy. His mother loved him and believed he could do no wrong. He was a skinny, sickly little kid who loathed sports but loved mathematics. He seldom caused any problems and spent most of his time at home gazing into his computer screen. He occasionally caused trouble with his modem, such as the time he broke into the school district's mainframe and raised his P.E. grade to an "A", and the time he broke into the phone company's billing computer and charged his parents with a five-hour call to Afghanistan (because his mother mistakenly served him Diet Coke instead of Diet Pepsi during a midnight pizza feed). His parents, however, were tolerant. They were sure he would eventually grow out of messing with other people's computers. They were wrong. Elvin had only just begun.

**Turning Point:** Elvin survived high school despite encounters with numerous bullies. He entered the computer science school of a prestigious West Coast university and immediately immersed himself in the computer lab where he began building Elvin, Jr., a self-teaching, self-replicating artificial intelligence program. Junior was his child and his passion. He spent so much time in the computer lab that he barely earned his undergraduate degree. Only when he realized that he had to go on to graduate school if he were to keep working on Junior, did he reluctantly spend time on elective courses such as The Economics of Broccoli Farming and Intermediate Urdu.


One night, after nearly eight years in the university's computer lab, Elvin had almost finished building Junior. He only had ten more lines of code to write, and only two more bugs to shake out of the program, and his child would come to life to dominate the university's entire computer system. Then the lights literally went out as the power failed. Elvin's computer crashed, and his program vaporized into nothing. Elvin had made one fatal mistake—he never backed up his programs, saying that floppy disks were for wimps. All he had left was some hard copy. Elvin's mind snapped. He vowed he would complete his doctorate, someday rebuild his program on a grander scale than ever, and take over the computers of the world. Then he would have his revenge, especially against the electric utility companies. The world would repay him for his lost child.

Like many people with a grand obsession, Elvin was able to bide his time. He received his doctorate, became a distinguished professor and a renowned expert in computers and robotics, and then disappeared.

*He has now resurfaced after five years of living in his fortress-like tower complex built with funds plundered from the international financial computer network. He is believed to be extremely paranoid and dangerous and may be on the verge of becoming the world's first large scale computer terrorist. He should be approached with extreme caution.*

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## Playing the Game

 Screenshot 01

To succeed at IMPOSSIBLE MISSION II and to prevent the world from being destroyed, you as the Agency's Field Agent must reach several objectives.

**First**, you must assemble the three-digit security combination for each tower. At the same time avoid and fend off Elvin's robots, using his own security system to help you.

**Second**, you must locate and open Elvin's safes, and recover the musical sequences locked inside. There are six unique pieces of music and two duplicate pieces.

**Third**, you must tie together these musical sequences into a full melody that will open the express elevator doors to Elvin's central tower control room.

**Finally**, you must find the correct computer terminal in Elvin's control room that will disarm the missile launch codes before they destroy you and the world.

You score points by entering towers, exploring rooms, finding passcode numbers, and reaching the central control room. The sooner you reach the control room, the more points you earn.



You will see your agent inside an elevator in a random tower of the stronghold. The display on the bottom of the screen is your pocket computer.

As you explore Elvin's tower complex, you can check your location and the rooms you have explored with your pocket computer. The pocket computer's display appears at the bottom of your screen anytime your agent is in a corridor or elevator. A map of the current tower and connections to two neighboring towers shows in the center of the display. A dot of light shows your location in the tower. Any room you have entered appears in black. An overhead view of the tower complex appears to the left of the map display on the pocket computer. It too, has a light showing your location as well as a lighted display of your current tower number.

## Searching for Codes

Search as many objects in each room as possible. These objects range from automobiles in Elvin's garage tower to athletic equipment and lockers in his gymnasium tower. Don't overlook house plants and pictures on the wall either. Search each object by standing directly in front of it and pushing the joystick **UP**/forward.

The word "Searching" will appear in a box near your agent's shoulder. You will also see a horizontal time line indicating how long the search will take. You must continue to hold the joystick **UP**/forward until the time line disappears. If your search is interrupted for any reason (usually a robot bearing down on you), you can go back to the object and resume searching where you left off. Each object disappears after it is searched.

One of four things will appear above your agent's shoulder when he's finished searching an object:

- The word "Nothing", indicating you've drawn a blank
- A passcode number
- A security terminal command icon
- An extension of time.



# Using Security Terminals

You can use the security terminal commands you have collected at any security terminal in Elvin’s complex. These terminals are usually located near the entrance inside each room. They look like television sets with darkened screens facing toward you.

To use a security terminal, move directly in front of it and push the joystick **UP**/forward. The security terminal screen will fill your display. Security terminal command icons and the number you have available appear on the screen.



Push the joystick **LEFT** or **RIGHT** to move among the command icons and press the **FIRE** button to select whichever one you want to use.

Symbol	Description
Lift Platform	resets vertical and horizontal lift platforms
Platform	moves the floor segments left or right
Electric plug	temporarily deactivates robots
Light bulb	turns on lights in darkened room (used in any room to light other tower rooms)
Time bomb	arms time bomb placed by agent to blow up a safe
Mine	arms mine that can be placed by agent

## Time Bombs

Pull **DOWN**/back on the joystick and press **FIRE** to place the bomb. The bomb explodes a few seconds after it is placed allowing the agent to go back to the safe and search for pieces of music.

**Mines** Mine explodes whenever anyone including field agent makes contact with it. It blows a large hole in the floor that the agent can only cross with a leaping somersault.

# POCKET COMPUTER

Your pocket computer is an amazing device that not only locates you in Elvin’s complex, it also helps you assemble the passcode that lets you move from tower to tower. With its built-in tape recorder, you put together the musical sequence you need to get into Elvin’s central tower. Your computer also shows you how much time you have left before Elvin destroys the world.

To activate these last two functions, you must stand in a corridor or elevator and press the **FIRE** button.

**NOTE:** You can’t use the pocket computer in any of the rooms. Pressing the **FIRE** button in a room will make you do a somersault.

When you activate the functions, a hand appears near three buttons at the bottom right of the screen. The right button has three numbers on its surface. The centre button has the drawing of a tape cassette deck. The left button has the word “OFF” written on it. Above these buttons you will see three sets of up and down arrow buttons.

You can move the hand with the joystick. To select a button, move the hand on top of it and press the **FIRE** button. When you select the number button, the tower complex map disappears and three windows appear in its place. This is where the three-digit passcode to enter the neighbouring towers is assembled. The numbers are in three different colours and each colour appears in its own window. Move the hand to the up and down arrow keys and select one with the **FIRE** button. Numbers you have found in the tower appear in the windows to the left. There may be duplicates. When you find a correct number, the “Found” indicator below the windows will light up. When all three numbers for the passcode are found, the “Complete” indicator below the windows will light up. You can now move through the security access doors into a tower next door.

When you have collected one or more musical sequences from Elvin’s safes, you can play them on your pocket computer. Move the hand over the cassette button and press the **FIRE** button. A tape cassette deck complete with standard play, fast forward and rewind controls appears in the centre of your pocket computer. Rewind, then press play, and any musical sequences you have collected will play. Listen to them carefully because there may be duplicates. A digital tape counter helps you keep track of where you begin a musical sequence. Use this readout to help you record a new sequence over a duplicate piece of music. When you collect and play six non-duplicate musical sequences linked together on your tape recorder as a song, you can enter the express elevator to Elvin’s control room.

You must record a musical sequence before you leave a tower because you can't return to a tower once you've left it. If you forget to record the music in each tower's safe, you can't win the game. However, you might get really lucky and still win the game if the music you forgot in a tower's safe is a duplicate.

## Elvin's Express Elevator

You can find doors to Elvin's express elevator between the inter-tower security doors in either the underground passageways or the aerial hallways. Stop in front of the express elevator and push your joystick **UP**/forward. You will enter the elevator and reappear in Elvin's control room.

## Elvin's Control Room

This is an extremely complex room filled with robots. It has security terminals so you can use your collected security commands to help you. Notice the three terminals in the center of the room. One of these can be used to deactivate the missile launch control codes and save the world. The other two will kill you. Select a terminal, stand in front of it, and push your joystick **UP**/forward. If you are lucky, you will deactivate the control codes and confront Elvin.

## Scoring

A scoreboard will appear if you successfully end the game, if you die too many times while you are in Elvin's control room, or if time runs out. You earn points for entering each room, collecting objects and numbers, entering each tower, and for completing the mission.

## Controls

### In the elevators

Push the joystick **UP**/forward or **DOWN**/back to go up or down. Push the joystick **RIGHT** or **LEFT** to enter a corridor.

### In the corridors

Push the joystick **LEFT** or **RIGHT** to move along a corridor. Running off the edge of the screen will take you into a room or another section of corridor.

### In the rooms

Push the joystick **LEFT** or **RIGHT** to move in either direction. If you press the **FIRE** button, your agent will do a forward flip useful for leaping over robots, jumping up to higher levels, and somersaulting over gaps in the floor and over low walls. Pulling the joystick **DOWN**/back will put your agent in a crouching position. He needs to be in this position to lay a time-bomb or mine.

### On lifting and sliding platforms:

If you are standing on a striped lifting platform (you can see the vertical track in the wall), push the joystick **UP**/forward or **DOWN**/back to go up or down. If you are standing on a striped sliding platform (you can see the horizontal track in the wall) push the joystick **UP**/forward or **DOWN**/back followed by **LEFT** or **RIGHT** to move the platform.

## Credits

PROGRAMMER: Novotrade
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# IMPOSSIBLE MISSION™



**EPYX™**  
COMPUTER SOFTWARE



Controls	
Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	Fire
 	Fire
 	Restart game

# Impossible Mission

Penetrate professor Elvin Atombender's underground base. Evade his robot guards. Discover the passwords for the robots, lifts and the control centre. Search the furniture in all thirty two rooms, then find Atombender's control centre. Use your pocket computer to stop him triggering a global missile attack. You definitely do not want to stay in his base forever.

## Scenario

DO NOT ACCEPT IF SEAL IS BROKEN.

Courier is required by law to obtain proof of identity before releasing this document. Unauthorised possession of these materials is a criminal offence punishable by law.

RETURN TO: I.M.A., Washington D.C. 20024

**AGENT’S EYES ONLY! OFFICER COURIER ONLY!**

**TO:** Special Agent 4125

Mission Briefing

- Subject: Mission of vital importance to national and global security. Operations to begin immediately. Utmost urgency.
- Situation: During the past three days, key military computer installations of every major world power have reported security failures. In each case, someone gained access to a primary missile attack computer. Only one person is capable of computer tampering on this scale: Professor Elvin Atom bender (hereafter referred to as “Elvin”). We believe that Elvin is working to break the computers’ launch codes. When he succeeds, he plans to trigger a missile attack that will destroy the world.
- Mission: You must penetrate Elvin’s underground stronghold and stop him. To succeed, you will have to evade the scientist’s robot guards, break his security code and find his control center. Your predecessors, Agents 4116 and 4124 (may they rest in peace), were able to send back some information about Elvin’s installation. It is detailed in the following pages.

Your only weapons will be your keen analytical mind and your MIA9366B pocket computer. Good luck. The world is depending on you.

**DOSSIER:** Elvin Atombender

**Sex:** Male **Age:** 62 **Race:** Caucasian **Height:** 5'4" **Weight:** 120 lbs. **Hair:** No **Eyes:** Yes **Traits:** Avoids people, hates animals, likes M&M’s

**Childhood:** Elvin was a nice boy - his mother loved him . In school, he loathed sports but excelled in mathematics. He seldom caused any problems (at least, none with any global consequences). At home, Elvin spent most of his time gaping into his computer screen, and this did not prove harmful to anyone, either.

Oh, there was the time Elvin broke into the phone company’s computer system and changed the records. Angry at his parents for some real or imagined crime, the playful youngster added a long distance call to their monthly bill. A five-and-a-half hour call to Afghanistan. His parents were tolerant. They were sure he would eventually grow out of his passion for tinkering with other people’s computers. “Let him have his fun,” his mother would say. To which his father would reply, “Kids will be kids.” There was, of course, no way for them to know what the future would bring.

**Turning point:** It was during his days as a college student that Elvin was transformed from a promising young man into a snivelling evildoer. He had become obsessed with a new computer game, “Giggling Penguin Invaders From Outer Space In The Vicinity Of Ursa Minor.” (Elvin had always hated penguins from Ursa Minor.) The game’s score counter went up to IOO-billion, and Elvin was determined to “max it out.” After playing the game for several days without sleep, he had vaporized enough penguins to pile up 99,999,999,785 points. One more tuxedoed avian and he’d have it. Elvin shook out his joystick hand. A 250-point penguin waddled onto the screen. Elvin’s eyes lit up. He took aim. And then, at that precise moment, the power failed. Elvin’s game was lost; he’d never get a score that high again. In that instant, something snapped in Elvin’s mind. He was consumed by a single maniacal obsession. He would repay the world for the injustice it had dealt him.

For many years, Elvin waited. He became a distinguished professor, a renowned expert in computers and robotics. Then, eight years ago, he disappeared. His whereabouts were unknown until now.

**INTELLIGENCE REPORT**

*Elvin’s Stronghold*

Using a fortune he amassed by raiding the computer systems of various financial institutions, Elvin constructed a vast, underground stronghold packed with computer equipment. There, in seclusion, Elvin spent four years working to breach the security of military computer installations around the world. As you know, he has succeeded.

Our computers estimate that he will break the launch codes and trigger the missile attack in exactly six hours. This is the amount of time you will have to complete your mission.

Elvin’s stronghold has 32 rooms. Some of them are used as living quarters and others are computer rooms. But (here comes the strange part) our intelligence indicates that each room has a series of floors, or catwalks, which are connected by lifts. The last agent who tried to crack Elvin’s stronghold gave the following report:

(excerpt) "I have just entered what appears to be a living room... (static)... peculiar. All of the furniture seems to be on catwalks high above the floor... not sure how to get up there... (static)... I can see a fireplace and a sofa directly over my head... how can anyone live like this? Hold it... (static)... I think a robot may have seen me... aaarrngh!!!'" (transmission terminated).

Clearly, Elvin has constructed the rooms of his stronghold in such a way that only he can negotiate them easily. The floors and catwalks often end quite abruptly, dropping off into space. And, of course, they are guarded by Elvin’s nasty, human-seeking robots. Devilishly clever, that Elvin.

**Elvin’s Robots**

**Height:** 1.57 meters **Weight:** 67 kilos **Armour type:** ablative (AC: -4) **Vcc:** 5 megavolts **Weaponry:** high-voltage ionic plasma generator **Energy reserves:** 3.14 megajoules (estimated) **Maximum angular velocity:** 1.2 megaradians/fortnight

**Longitudinal velocity:**

**Alpha Class:** 2.5 X 10 -5 c **Beta Class:** 1.2 X 10 -8 c **Gamma class:** 5.9 X 10 -9 c **Omega class:** 0 c **Photovoltaic threshold:** 0.12 lumens **En tropic conversion rate:** 2.71828 ergs/nsec **Thermionic coefficient:** 6.07 therms/hour

**Sound/motion sensors:** These are the robot’s “ears.” With these sensors. a robot can home ln on you whether it can see you or not.

**Linear induction magnet:** The robots are propelled by linear Induction motors embedded ln the floors of the complex, and they cannot leave these surfaces.

**High-voltage electrode:** Projects a lethal electrical discharge approx. 6 feet.

**Infra-red photocells:** These are the robot’s “eyes.” They can detect the presence of a human body’s warmth anywhere in front of the robot.

**Elvin’s Security System**

Our intelligence indicates that Elvin uses three types of codes (or passwords) in his security system. One code deactivates the robots, another operates the lifts and the third code (a password) unlocks the control room.

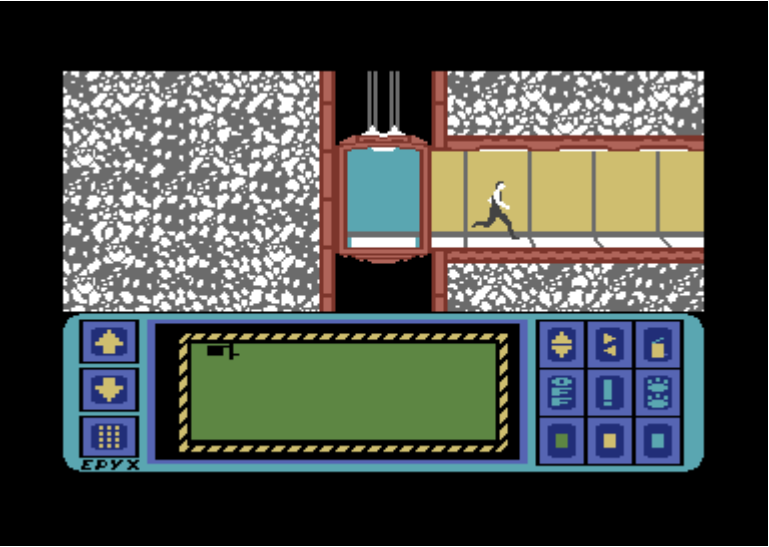
Now comes the *REALLY* strange part.

We believe that Elvin hides the passwords in his furniture. Elvin, who is extremely absent-minded, frequently forgets the passwords for his security computer. His solution is to scatter them haphazardly around the house. You can find one of his passwords in the sofa. Or the stereo. Or the candy machine. But you must find them. Without the passwords, you will almost certainly end up like Agent 4124 (but we don't want to think about that, do we?).

Once you find the codes, using them should be relatively easy (for the most part). You should be able to log onto a security terminal as you enter each room and deactivate the robots or reset the lifts (if necessary) from there. This should present no problems. However, the control room password is another matter. Realizing the importance of this particular code, Elvin has broken it into dozens of pieces, scattering them throughout the complex. You will have to find and retrieve all of the pieces and match them up like a puzzle to form the password.

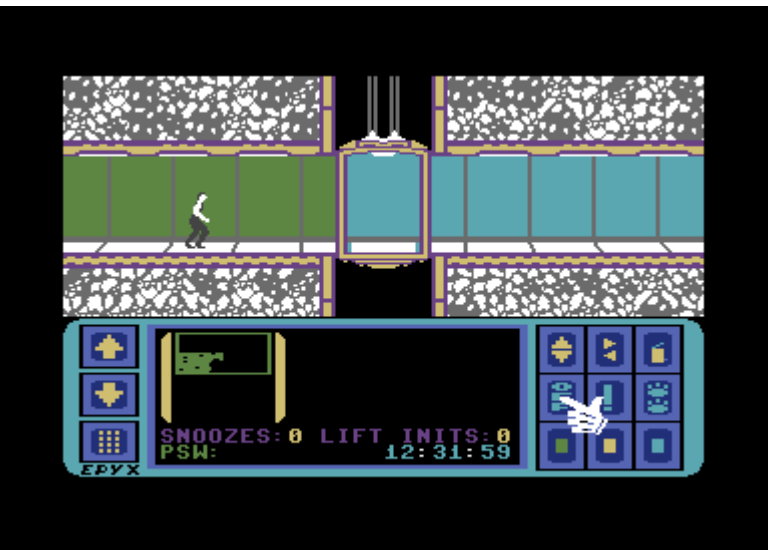
With the completed password, you can gain access to the control room where Elvin is preparing to launch the missiles. You have to stop him. Or the world is going to be terminally late for dinner tonight.

## Controls



- In the elevator: Push the joystick **UP**/forward or **DOWN**/back to go up or down. Push the joystick **LEFT** or **RIGHT** to move in either direction along the corridor. Running off the edge of the screen takes you into a room.
- In the rooms: Push the joystick left or right to move in either direction. If you press the fire button, your agent will perform a mid-air forward flip that you won't believe (this is especially useful for somersaulting over pesky robots).
  - On lifting platforms: If you're standing on a striped lifting platform in one of the rooms, you can push the joystick forward or back to go up or down.

## Playing the Game



To succeed at IMPOSSIBLE MISSION you must penetrate the rooms and tunnels of Elvin's underground stronghold, avoid his robot defenders and put together his secret password. Then you can enter Elvin's control room and put a stop to his plans.

You score points by finding puzzle pieces and putting them together, and by reaching Elvin's control room before time runs out. As your skill at the game increases, you can achieve higher scores by completing the password and reaching the control room with more time left on the clock. But each time you play, the rooms and robots will be rearranged and the puzzles will be different.

### Game Play

Elvin will welcome you to his underground chambers (in his nastiest, most fiendish voice). He does this as a favour to allow you to adjust your volume. This is the last kindness Elvin will show you.

You begin play with your agent in an elevator. The display at the bottom of the screen is your pocket computer.

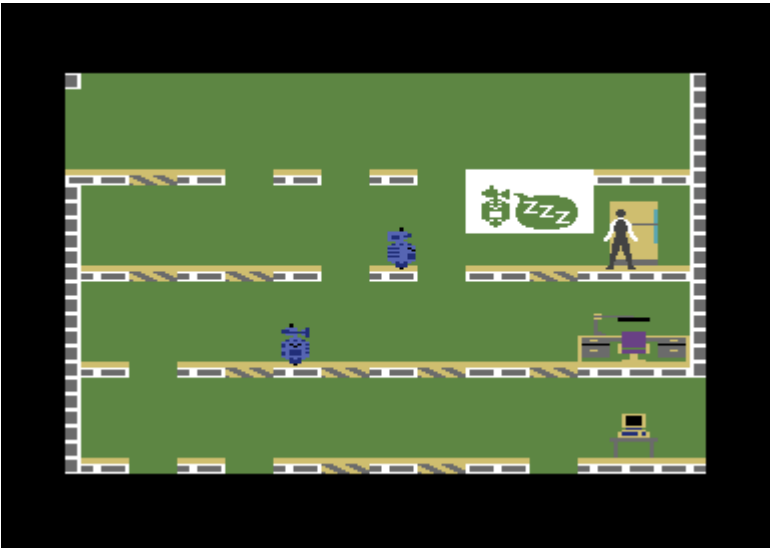
As you explore Elvin’s stronghold, your pocket computer (at the bottom of the elevator screen) will display a map of the rooms and tunnels you have entered. In every room, you should conduct a search.

## Searching for codes

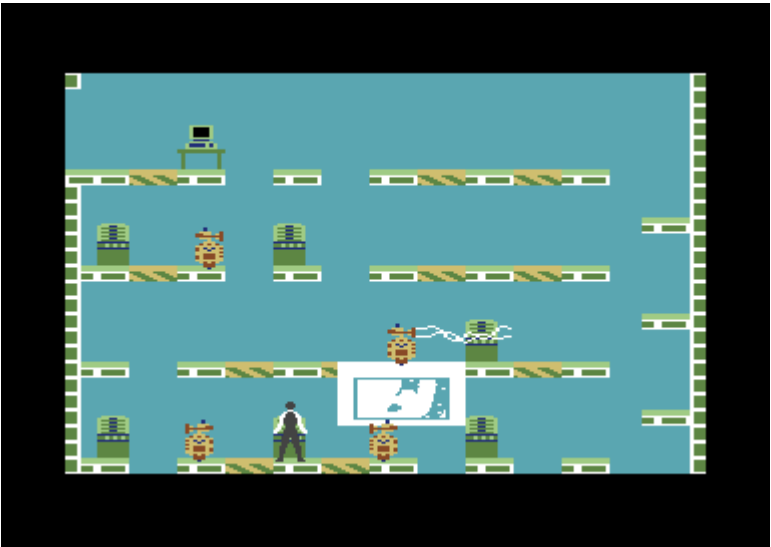
Search every object or piece of furniture in the rooms for codes and password puzzle pieces (if you can avoid the robots). You can do this by standing directly in front of an object (sofa, desk, fireplace or whatever) and pushing the joystick **UP**/forward.

The word " Searching" will appear in a box near your agent’s shoulder. You will also see a horizontal bar SEARCHING indicating the length of time it will take to search the object. You must continue holding the joystick **UP**/forward until the bar disappears. If your search is interrupted for any reason, you can go back to the object and resume searching where you left off. But if you leave the room, you’ll have to start the search from the beginning.

When you have finished searching the object, one of four things will appear above your agent’s shoulder:



- The words " Nothing here."
- A picture of a sleeping robot. This represents a SNOOZE password which allows you to temporarily deactivate the robots in a room.
- A picture of a striped lifting platform with an arrow above it. This represents a LIFT INIT password which allows you to reset all of the lifting platforms in a room to their original positions.
- A puzzle piece. This is part of the password which allows entry to the control room. It will be entered into the memory of your pocket computer automatically.



## Using security terminals

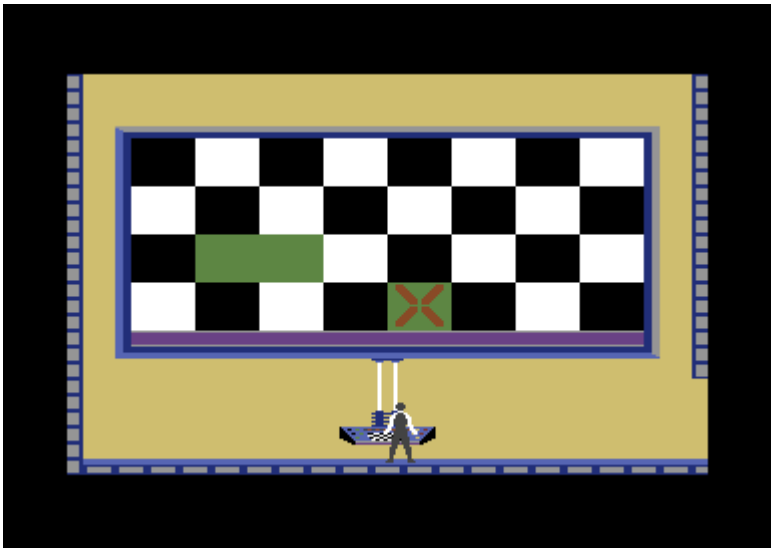
You can use the SNOOZES and LIFT INITs at any security terminal. These terminals are usually located near the entrance to each room. They look like television sets with darkened screens facing toward you.

To use a security terminal, move directly in front of it and push the joystick forward. The screen of the security terminal will enlarge to fill your display. You can select one of three functions with the joystick (press the **FIRE** button when the arrow points to the function you want):

- Reset lifting platforms. To use this option, you must have a LIFT INIT password in your possession. (Your pocket computer displays the number of LIFT INITs you have.)
- Temporarily disable robots. To use this option, you must have a SNOOZE password in your possession. (Your pocket computer displays the number of SNOOZES you have.)
- Log off.

## Code Rooms

Elvin's stronghold contains two code rooms where you can earn additional passwords. Walk up to the console and push the joystick forward as if you were searching it. A sequence of squares will flash on the wall, each with a musical note, and a white glove will appear. Use the glove to touch each square in a sequence so that the notes are sorted in ascending order (from low to high).



If you produce the proper sequence of notes the checkerboard will flash and you'll get a SNOOZE or a LIFT INIT password. You can do this as many times as you like, but the sequence gets longer each time. You can quit at any time by touching the purple bar.

## Pocket Computer

Your pocket computer is an amazing device. It allows you to play with the puzzle pieces right on the screen, twisting them around to figure out how they go together.

To activate your pocket computer, you must be standing in one of the elevators or corridors. Press the fire button to turn on the pocket computer. Note: You can't use the pocket computer in any of the rooms. Pressing the fire button in a room will cause you to do a somersault.

When the computer is activated, the map of Elvin's stronghold will vanish and a white glove will appear. Use the glove to put the puzzle pieces together, forming the password that will let you enter Elvin's control room.

**Memory Window:** Displays two of the puzzle pieces you've collected.

**Vertical Flip Key:** Flips the selected puzzle piece vertically.

**Horizontal Flop Key:** Flops the selected puzzle piece horizontally.

**Trash Can Key:** Deletes the selected puzzle piece from the display (but not from memory).

**Phone Key:** Dials out for help (see Using the phone).

**Password:** The computer assembles Elvin's password here.

**Off Key:** Turns off the pocket computer.

**Exclamation Key:** If you just deleted a puzzle piece or put two pieces together, you can use this to "undo" it.

**Paws Key:** Pauses the game.

**Colour Keys:** Changes the colour of the selected puzzle piece.

### Using the glove

- To move the glove, move the joystick in the desired direction.
- To activate a function key, "point" to it with the glove and press the joystick button.
- To pick up a puzzle piece in the memory window, "point" to it with the glove and press the joystick button. Then you can move it by moving the joystick.
- To drop a puzzle piece, press the joystick button.
- To make a copy of the selected puzzle piece, "point" to it with the glove and press the joystick button.
- To put back a copy of the selected piece, position the copy directly over the selected piece and press the joystick button.
- To select a puzzle piece that isn't selected, "point" to it with the glove and press the joystick button.
- To find out if two pieces match, position one piece directly over the other and press the joystick button.

## Solving the puzzles

- Some pieces are upside down or backwards (or both) when you find them, so if a piece doesn't seem to match anything, try flipping it with the function keys.



- Pieces must be the same color, or they won't match. If two pieces with different colors look like they should match, then use the color keys to change them.
- A completed puzzle looks like a computer punch card: a solid rectangle with several little holes in it.
- A completed puzzle may be upside down or backwards when you finish putting it together (you may have to flip it around before it is recognized as a solution).
- There are four pieces in each completed puzzle, and nine puzzles in the game. Each time you complete a puzzle, one letter of Elvin's password will appear at the bottom of the pocket computer screen.
- When you have all nine of the letters in the password, you can open the door to Elvin's control center and save the world.

## Control room

The door to Elvin's control room is in one of the blue rooms. When you have completed the password, position your agent directly in front of the door and push the joystick forward. The door will open, and you'll finally have the last laugh.

## Using the phone

When you touch the phone key on your pocket computer, it dials up the Agency's main computer (to get some help with the puzzles). But there is a charge for using it. Each use of the phone costs two minutes on the game clock.

The Agency's computer will give you three choices. Select the one you want with the glove, then press the fire button.

Correct orientations of leftmost pieces. The computer will flip the two puzzle pieces in the memory window to orient them correctly (right side up and forwards, instead of upside down and backwards). A red mark will appear to the left of each piece that has been flipped.

Have we enough pieces to solve the upper left puzzle? The computer will look at the upper puzzle piece in the memory window and tell you whether you've found all three of the pieces that go with it to make a puzzle.

**Hang up** Hangs up the phone.

You can start a new game at any time be pressing the RESTORE key. The rooms and robots will be rearranged, and the computer will generate a new set of puzzles.

You can also press THEC64 Joystick's **MENU** button, select 'Exit' and then press **FIRE** to restart the game **without** regenerating the puzzles.

## Scoring

The game clock (on the pocket computer display) starts at 12:00. The game ends when the clock reaches 6:00. Each time you fall off the bottom of the screen or get zapped by a robot or floating orb, you are penalised ten minutes.

Each time you use the phone, you are penalized two minutes. When the game ends, you are awarded points as follows:

Points	Reason
1	for each second remaining on the clock
100	for each puzzle piece found
100	for each SNOOZE or LIFT INIT found
500	for each puzzle solved
1000	for completing the mission

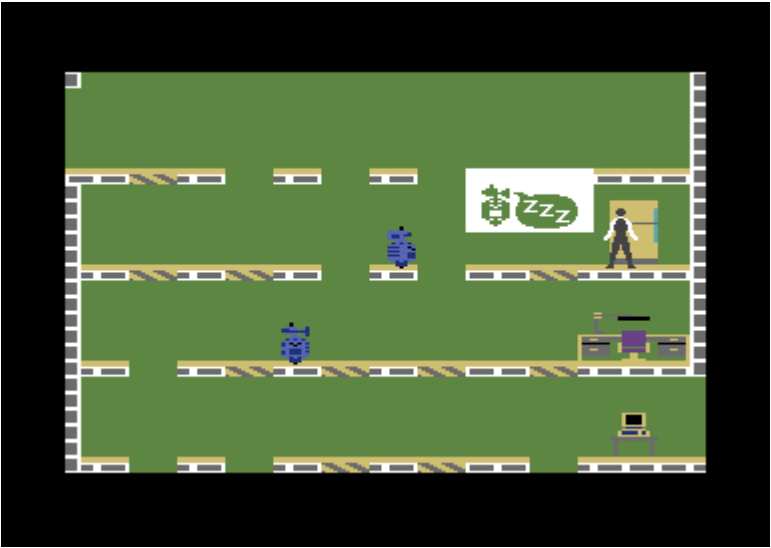
## Hints

Here are some playing hints from the author of IMPOSSIBLE MISSION:

- Some rooms are harder than others. If a room seems too hard (presumably because you don't have any passwords to reset the lifts and turn off the robots), come back to it after you've acquired some passwords.
- Each robot has a different behavior program. Some robots move faster than others, some of them shoot lightning bolts, and some have no sight or hearing. So watch them closely. You can often figure out what program a robot is running before you try to get past it.
- Your pocket computer will let you combine any two pieces that don't overlap, but this isn't always enough. Puzzle pieces which don't overlap may not really belong together. If you find that it's impossible to finish a partially-completed puzzle, you may have combined the wrong pieces.
- You don't have to somersault over every hole in the floor. If a gap is no wider than a lifting platform, try stepping across it. But don't let up on the joystick until you get to the other side, or you'll fall.
- If you have to cross a very large chasm, you can actually have one foot in the abyss before you press the fire button to jump. If you do this just right, it will give you the extra distance you need.

Well, that’s all you’ll get out of me. The rest is up to you. After all, saving the world isn’t supposed to be easy.

Game Program Designed by Dennis Caswell.



## Credits

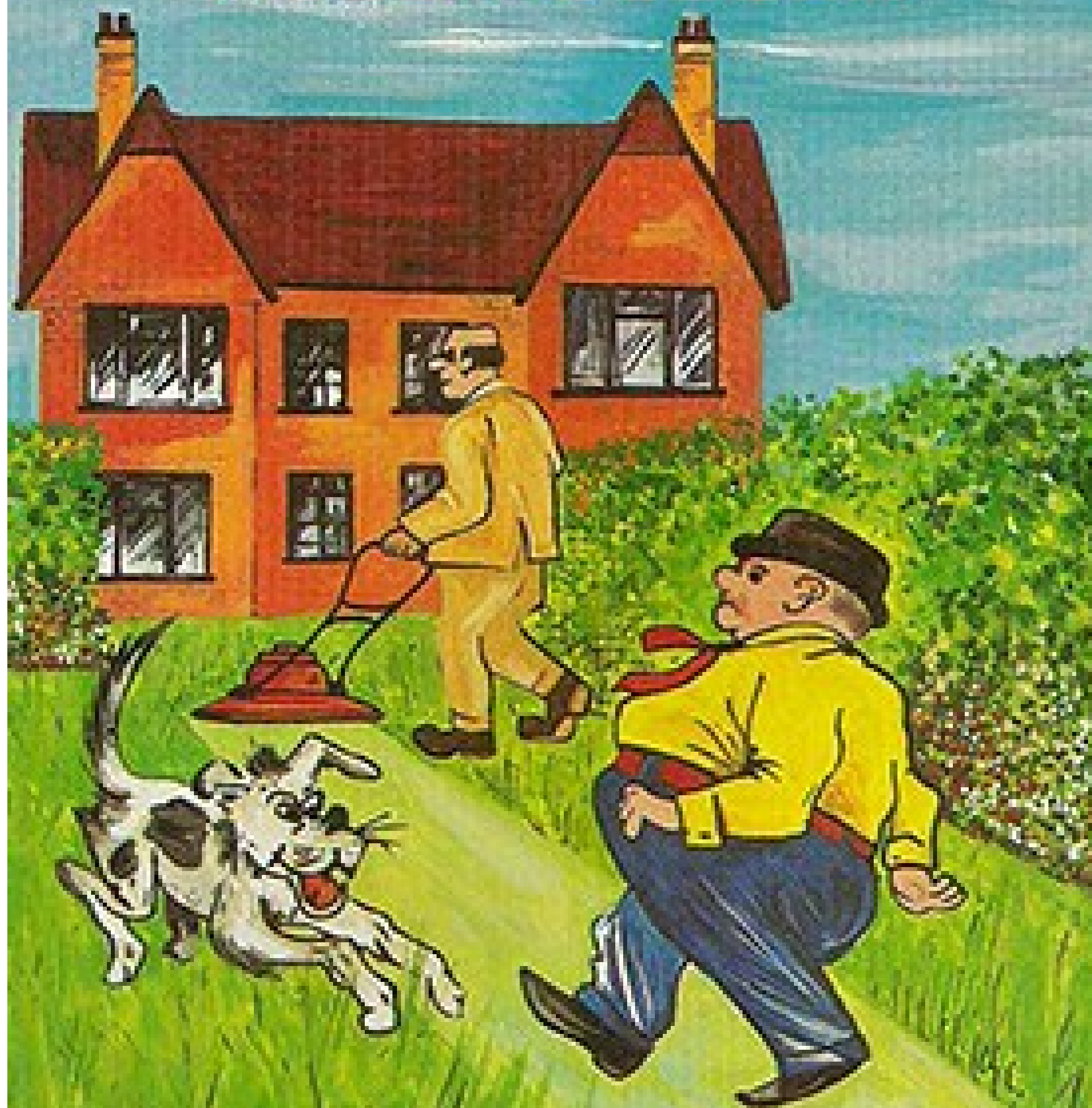
PROGRAMMER: Epyx Inc.  
DESIGNER: Dennis Caswell

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# HOVER BOUVER



**YOU'VE NEVER PLAYED  
A GAME LIKE THIS BEFORE**

commodore 64



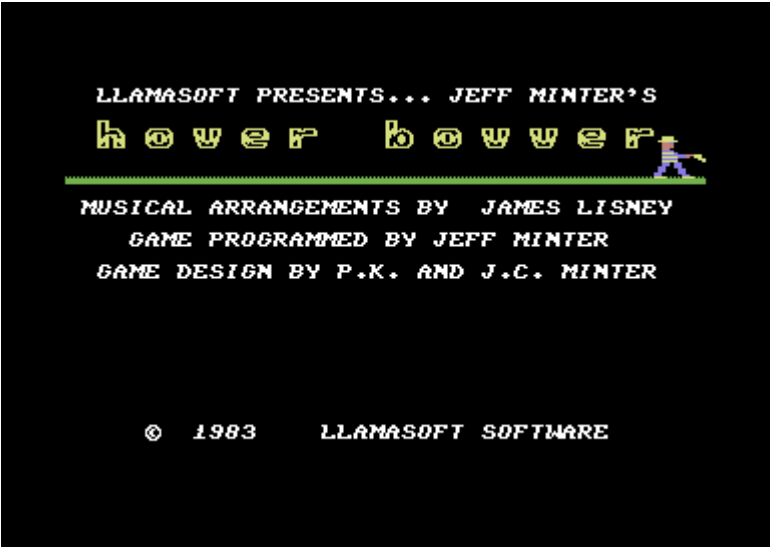
# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↖ ↙	Start
●○○○	Entry Lawn
○●○○	Number of Players
○○●○	Number of Joysticks

# Hover Bover

Gordon Bennet has borrowed his neighbor's Air-Mo lawnmower. Mow your way through as many of the 16 lawns as you can before the pursuing neighbor retrieves his mower. Try not to upset the dog or the gardener!

## Scenario



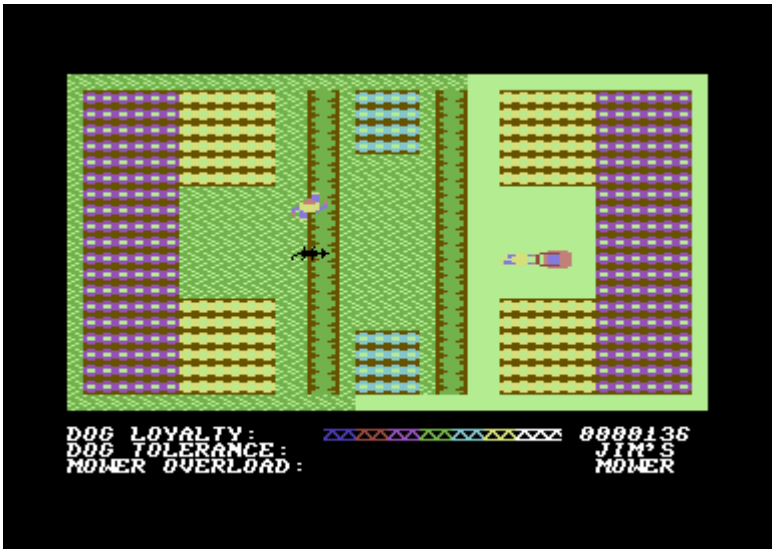
Summertime in England.....and all across the land lawns are growing and men's thoughts turn to mowing. So it was with Gordon Bennet. But when he want to investigate, he found to his dismay that his cylinder mower had rusted into a heap of junk.

'No problem', he thought. I'll pop round and borrow Jim's 'Air-Mo'. (For of course, borrowing the neighbour's mower is a traditional aspect of English suburban life).

So Gordon popped round to Jim's house, abstracted Jim's mower and began mowing his lawn. Unfortunately, Jim has decided he wants his Air-Mo back and no sooner has Gordon begun his task than Jim sets out in hot pursuit intent on retrieving his mower.

Your task is to guide Gordon Bennet on his mowing mission, trying your best not to annoy your dog Rover or the gardener, and avoiding your neighbour's unwelcome attentions.

### PLAYING THE GAME



You manoeuvre Gordon and his Air-Mo using the joystick. Your task is simply to mow the green areas on the lawn displayed on the screen. However, certain things occur as you attempt to mow.

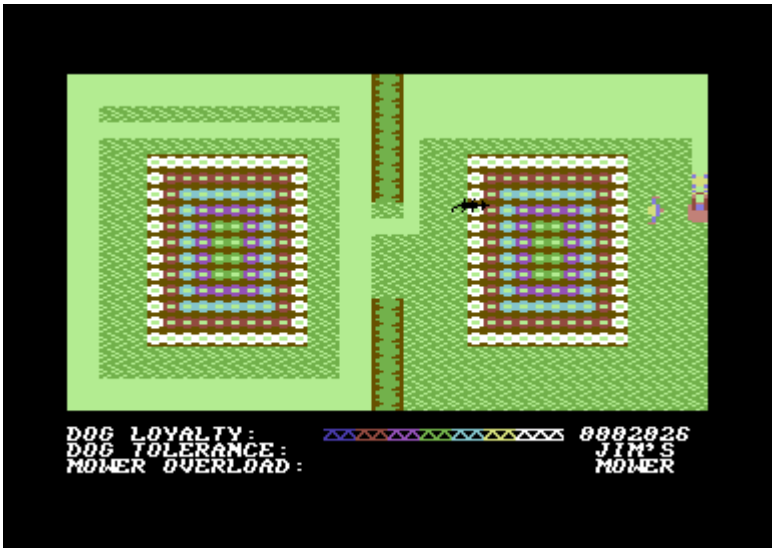
These are as follows:

1. There are hedges on the screen. Gordon, Rover, the Neighbour and the Gardener cannot pass through hedges.
2. At the start of each lawn, the Neighbour begins his pursuit from the upper left. Rover roams around in a random fashion, starting at upper right.
3. Rover is annoyed by the sound of your mowing. His tolerance to your mowing is indicated by the Dog Tolerance scale at the bottom of the screen. When the Dog Tolerance scale reaches zero, Rover will run after you, ampting to attack the mower.
4. Should Rover hit the mower, you will be forced to do an emergency stop and as a result your mower will overheat. You will be immobilised and must wait until the Mower Overload scale goes down. All Dog Tolerance is also lost.
5. As you mow, the mower heats up. The faster you mow, the hotter it gets. If you let the Mower Overload scale reach maximum, you will be immobilised until the Mower Overload scale goes down.
6. You may let your mower cool either by standing still, or by passing over terrain already mown.
7. Rover is a well-trained dog. He will never run over a flower bed unless you have mown a path through with the mower.
8. Should you mow over any flowers, the Gardener will appear at top of screen and start to chase you, aiming to relieve you of your mower before you do any more damage.
9. The Gardener has a healthy respect for your flowers. The Neighbour couldn't care less.
10. The Gardener is not afraid of Rover unless Rover is barking.
11. Upon pressing your Joystick **FIRE** button. Rover will run after the Neighbour, barking. The Neighbour and, if present, the Gardener, will both run from Rover.
12. All the while you were setting Rover onto the Neighbour, your Dog Loyalty scale is counting down to zero. When you run out of Dog Loyalty the dog will no longer respond to your commands
13. The Neighbour has a healthy respect for the dog and will try not to get too close to him. Remember all these factors as you mow. Keep an eye on your Dog Loyalty, Dog Tolerance and Mower Overload scales.

## SCORING

1 x Lawn number - for each square mown.

Constant increase in score whilst the dog is actually biting the neighbour. Canine Fidelity Bonus at the end of wave for any remaining Dog Loyalty. (This is calculated on the remaining Dog Loyalty and the Lawn Number achieved).



## DANGERS

Should the Neighbour or the Gardener catch you, they will make off with your mower. You can borrow mowers from Jim, Tom and Alf. Once you lose Alf's mower, the game is over.

## PROGRESSIVE DIFFICULTY

Once a lawn is cleared, you receive any Canine Fidelity bonus due, and then progress to the next lawn. There are 18 in all. Neighbour and dog speeds increase. You must dodge the neighbour more nimbly, but as compensation, when you set Rover onto the Neighbour he goes like a canine rocket. Should you complete lawn 16, the speed is put at MAXIMUM and you start Lawn 1 again. To complete Lawns 9 - 16, it is necessary to mow through flower beds and thus incur the wrath of the Gardener.

SYSTEM CONTROLS

To play HOVER BOWER, use a joystick. Pressing the **FIRE** button during the introductory animations or whilst the Top 5 scores are on display will cause the Start/Setup screen to appear.

- On this screen you may use F1 or **button A** on THEC64 Joystick to set the initial Entry Lawn (1-8 are selectable; you must play Lawn 8 to see Lawns 9-16)
- Pressing F3 or **button B** on THEC64 Joystick sets Number of Players (1 or 2).
- Pressing F5 or **button C** on THEC64 Joystick sets Number of Joysticks. This is usually set to one, even for a two player game (Players pass the stick back and forth between plays). If two sticks are available, each player may to use his own stick.
- Pressing F7 or **TL** on THEC64 Joystick starts the game.

CONVENIENCE CONTROLS

Certain controls are provided for your convenience. These controls respond only during the time you have control of the mower.

- Pressing letter **P** will freeze the game action, allowing you to answer the phone, swat a fly, turn your bicycle around etc. Pressing ANY OTHER KEY will restart the game.
- Pressing **M** will mute the theme music, leaving only sound effects such as dog barks, mower noise etc. To regain the tune, simply type **M** once more.

HIGH SCORES

The top 5 scores are recorded and displayed on the Top 5 list. Should you achieve a position on the list you will be asked to enter your initials. Moving the Joystick left and right will select the initial, and pressing FIRE will enter it.

END OF GAME

At the end of the game, after any high scores have been entered, your score is shown under the heading PLAYER ONE at base of screen, in the same position as it was during game play. At the conclusion of a two-player game, both scores are alternatively displayed on the screen.

STRATEGIES

- Bear in mind the relationships and behaviour of the various HOVER BOVVER characters. Use hedges to hide behind and let your mower cool down. When the dog is after you, use a quick jab on the dog button to send him behind a hedge.
- In setting the dog onto the neighbour, ensure that a) the dog’s eager pursuit does not lead him to collide with your mower end b) neither the Neighbour or Gardener will, by evading the dog, run into you!
- Use the Neighbour’s reluctance to get near the dog. Placing the dog between you and the Neighbour can make him stop in his tracks. (Flower beds come in very useful here).
- Save up Dog Loyalty. It can be useful for getting you out of tight spots. Don’t be tempted to savage the neighbour too much. The extra points are few in relation to a nice big Canine Fidelity bonus at the end of the wave.
- When you are immobilised due to overheating, use the dog to keep the Neighbour from getting his mower back.

Happy mowing!

CREDITS

Designed by: P.K. Minter and Jeff Minter
Programmed by: Jeff Minter
Music by: James Lisney

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# HIGHWAY ENCOUNTER



CBM 64/128



CBM 64/128



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↘	Start Game

# Highway Encounter

Stop the aliens who have invaded Earth. Travel to zone zero and destroy the alien stronghold to defeat them. Under your control are five Vortons and the Lasertron. Take them with you along the highway that leads into zone zero, where the Lasertron will complete its mission and save the world.

## Scenario



*Are YOU prepared for Super-slick 3D animation. Multi-screen interaction. Fast action playability with mega blasting power?*

*You are? Then be prepared for a totally new direction from Vortex.*

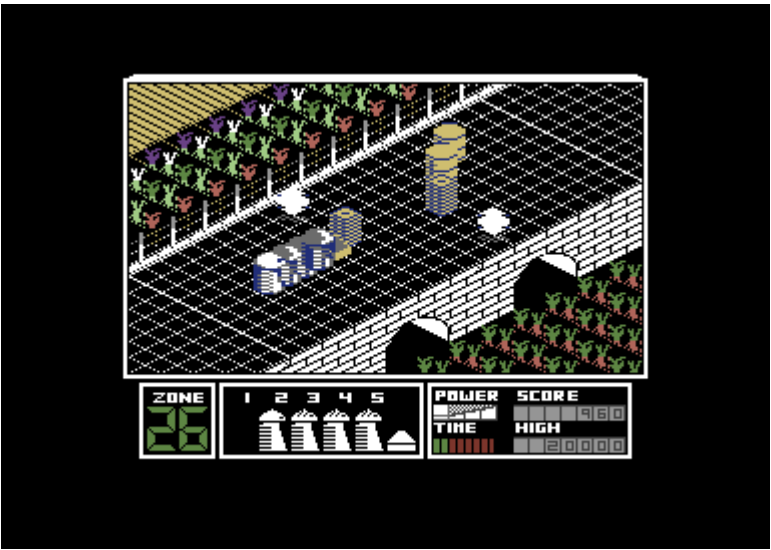
*'Highway Encounter'. Once you're on it... there's no turning back.*

*THE ALIENS have invaded earth. There's only one road left to travel, before they reach their final goal - total world domination. Your mission, to halt their advance. And ultimately destroy their alien stronghold, 'Zone Zero'. Under your control are five Vortons. And the 'Lasertron' - the world's most advanced weapon system, which must be taken to Zone Zero to complete your mission. Fail. And face the deadly consequences as the future of earth rests in your hands. So prepare yourself for battle... Prepare yourself for the Highway Encounter.*

## Playing the Game

Press **TL** on THEC64 Joystick to start the game from the game menu.





Joystick Move Action

**UP**/forward    Accelerate current Vorton

**DOWN**/back    Decelerate current Vorton

**LEFT/RIGHT**    Turn current Vorton left/right

*Hint:* Use **FIRE** to destroy aliens and move obstacles!



# Credits

PROGRAMMER: Pedigree  
MUSICIAN: Fred Gray

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COMMODORE 64/128

# HERO BOTIX



RACK  
HEWSON



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↚	Fire
●○○○	Operate switch -on/off
○●○○	Drops main gun in the Door screen
○○●○	Operates the energy bomb

# Herobotix

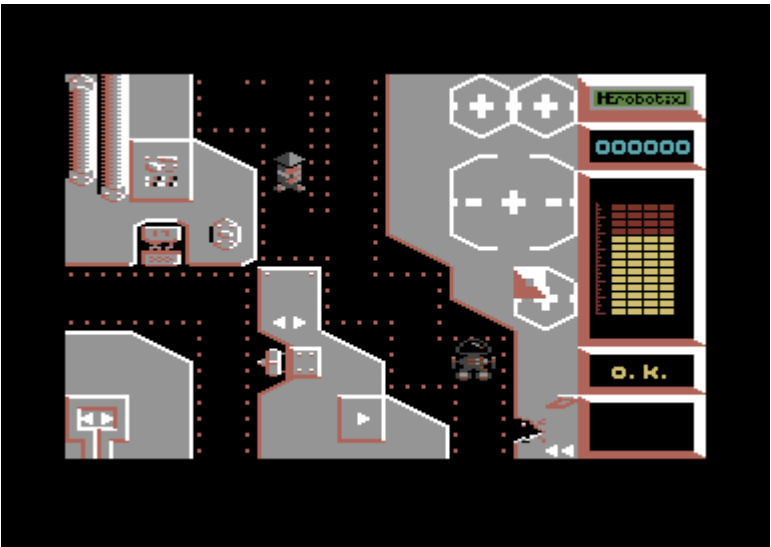
Control a droid named Herobot to collect six parts of a large particle destroyer from around an enemy base, shooting other ASP droids, pressing switches then reaching the exit room with a large door that leads to the main computer. Log in to the computer and download vital data before returning to the docking bay to escape.

## Scenario

*The Alliance of Space Pilots - an anarchic organization which roams space, ransacking remote colony planets and hijacking travellers - have raided an interplanetary weapons development laboratory, capturing the Z RAY PARTICLE ACCELERATOR which could reduce a whole planet to dust.*

*Some members of the organization are against this move and have broken away, determined to destroy the deadly machine. Their plan is to send a droid to the ASP's base with the aim of logging onto the main computer thus gaining information concerning the location of the Z RAY. So a class IV droid nicknamed 'Herobot' has boarded the base in the guise of an ASP reconnaissance droid.*

## Playing the Game



You must collect six parts of a large particle destroyer which can be located throughout the base. You must then make your way to a room with a conspicuously large door barring an exit. Drop the gun and remove the door. This will give you access to a corridor leading to the main computer. Log onto the computer, thus downloading the vital data and make your way back to the docking bay where you will be picked up by an infiltration fighter allowing you to escape.



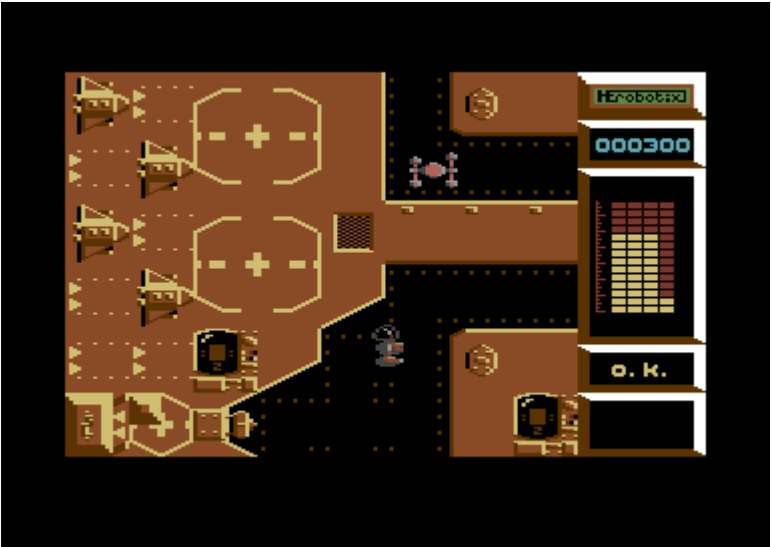
## Controls

### Key Description

- F1 Operates any switch turning it either off or on
  - F3 Drops the main gun if you are in the “door” screen
  - F7 Operates the energy bomb
- Alternatively, use THEC64 Joystick buttons **A**, **B** and **C**.

### Key Description

- F5 Pauses the game. Depress **FIRE** button to restart
  - BACK Aborts the game during pause mode
- ... or just press THEC64 Joystick’s **MENU** button to suspend the game, then select ‘Exit’ to quit, and then press **FIRE** to launch the game again.



## Credits

PROGRAMMER: Steven Collins
MUSICIAN: Nigel Grieve

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# HEARTLAND



*CGI*  
COMPUTER GRAPHICS LTD.

# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	Fire
 	Fire

# Heartland

Find six missing pages from the magical book of Heartland, destroy the six dark pages created by the dreaded warlock Midan and beware his followers. Their spells distract you from your goal. Your spells include a top hat, swords, fireballs, bubbles and stars. Collect the book first to help you find each page. The bed takes you to the next land.

## Scenario

*Attics are always pretty interesting places, all sorts of old family heirlooms; swords, pictures, trunks, old clothes and books, can be found waiting to be re-used, looked at or in, worn and read. One rainy day, having nothing better to do, you find yourself rummaging through the relics in your Grandmother’s attic and come across an old battered book. The tale it contains is one of ancient magic, telling of days when Wizards ruled and monsters roamed, it is the history of the Heartland.*

*As you read, invoking the book’s subtle magic, you find yourself on a quest, roaming the lands following the deeds of the Hero Wizard Eldritch, whose plump appearance, top hat, and travelling bed are ridiculed only by those foolish enough to want to be splattered by a spell. In days gone by, Eldritch was well known for his ability to slay dragons, rescue distressed damsels, and generally get up the nose of his arch enemy, the dreaded black Warlock, Midan. These days, Eldritch has moved on to other quests but, with an eye to the future, left the book in our world to search for a new hero to help the Heartland in times of dire trouble. As the book progresses, the magic has its way, and the story changes to reveal current events.*

*The Heartland, once a happy peaceful place, has fallen under the cruel fist of the ruthless Midan and his minions, who roam the lands working their evil ways, creating misery, hate, and building vast glowering fortresses in which to imprison the populace.*

*As the end of the book approaches you find that, alas, the final chapter is missing and unless it is found, the Heartland will be in the grip of the tyrannical Midan and his followers forever.*

*Your desperate quest is to locate the last six pages and the original book, cast to the seven winds by Midan in his final battle with Eldritch. To foil any would be heroes, Midan has created six dark pages which, if not destroyed, will cause great bad luck and havoc (GBH) for the citizens of the Heartland for ever more.*

*Beware of Midan’s followers who are out to stop you, and the spells they weave to distract you from your goal. Some of these spells will wait until you walk into them before they invoke, others will seek you out. The greatest danger is from Midan himself who has discovered your presence in the Heartland. Even as you start your quest, his evil magic is at work on the book, weakening its magic and limiting your time in each land. Each time evil touches you, his strength will grow and he will reveal his face - The Face of Death.*

# Playing the Game



## Joystick Controls

Function	Joystick Move
Left, Right & Turn	<b>LEFT/RIGHT</b>
Through door out of screen	<b>DOWN</b>
Through door into screen and jump	<b>UP</b>
Shoot/Use bed	<b>FIRE</b>

## Spells

Spell	Description
Top Hat	Your main weapon needs three shots to kill, but lasts forever
Swords	Takes two shots to kill
Fireball	One shot will do the job
Bubbles	Helps fight the growing strength of Midan
Small Stars	Make you immune to other spells
Large Stars	Drains your strength very quickly
The Book	You must collect this first as it tells you where the pages are
Pages	Collect six white and destroy six dark
Bed	After collecting a page, this will take you to the next land, don't lose it



## Enemies

Enemy	Description
Wizards	Touching these sap your will, they also fire at it
Gooch	Killing these is only an ephemeral solution
Spacemen	Do Not Touch

## Credits

PROGRAMMER: Keith Robinson  
MUSICIAN: Keith Tinman

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LLAMASOFT !!



# Gridrunner





# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↖	Fire

## Gridrunner - VIC 20

VIC 20: An incredibly powerful ship, the Gridrunner, has been developed to combat the evil droids invading mankind's huge orbiting solar power station, called the GRID. Your mission is to stop the droids and save the Earth!

## Scenario



Press **FIRE** to begin the game. Push **FORWARD/UP** on the Joystick to change the skill level.

## THE GAME

In the year 2190, the human race has set up a huge solar power collecting station in earth orbit to beam power down to the earth. Because of its lattice-like shape, this power station is known simply as 'THE GRID'.

Shortly after beginning operation, the GRID was found to be delivering less power than predicated. Investigation teams were sent into orbit. They discovered that the GRID had been invaded by alien DROIDS, who were using its power to reproduce themselves, massing for an invasion of earth. To combat the DROIDS, a special combat ship was developed. Small and incredibly maneuverable, the ship drew its power from the GRID and, with such vast amounts of energy readily available, was able to carry an awesomely powerful plasma cannon.



This ship, known as the GRIDRUNNER, was so fast and powerful that, with skilful control, it could annihilate vast amounts of hostile DROIDS.

The DROIDS have 3 main weapons: GRIDSEARCH SQUADS, PODS and X/Y ZAPPERS.

1. GRIDSEARCH SQUADS.

These are linked DROID segments which traverse the GRID horizontally, descending whenever they encounter an obstruction. Each squad has a rotating 'LEADER DROID'. If the leader is hit the DROID segment behind him takes over. If the squad is hit in the body, it splits in two independent squads. Squads may come in any size, from solitary LEADER DROIDS to linked squads of many DROIDS. Whenever a squad DROID is hit, his body turns into a POD. Squad DROIDS are vulnerable to their own X/Y ZAPPER, and may be hit or split by them.

2. PODS.

These small yellow devices lodge at the nodes of the GRID, periodically growing in size and changing shape. When they reach the end of their life cycle, they hurtle a single bolt of unstoppable, lethal energy down the GRID. Hitting a POD regresses it one stage in its life cycle. Repeated hits will eventually destroy the POD.

3. X/Y ZAPPERS.

These two ships run along the boundaries of the GRID. Periodically, they stop and the Y-ZAPPER emits a plasma beam. The X-ZAPPER fires a plasma pulse along the GRID, and where the two meet, a new POD forms. it is not wise to get caught in the plasma beam from the Y-ZAPPER. The longer it is on, the more are your chances of losing the ship. The X-ZAPPER's pulse is always lethal.



CONTROLLING THE GRIDRUNNER

Your GRIDRUNNER can move freely along the bottom 7 lines of the GRID. You cannot pass through PODS. You will be destroyed if you are hit by a Droid, or the charge from a POD, or the plasma beam of the Y Zapper. use the Joystick to manoeuvre your GRIDRUNNER. The **FIRE** button activates your plasma cannon. As long as you hold down the **FIRE** button, your cannon will repeat fire. this is useful for quick annihilation of PODS close to the GRIDRUNNER.

SCORING

Detail	Points/Reward
For each POD successfully destroyed	10 points
For each DROID segment	100 points
For each LEADER DROID	400 points
For zapping 1 gridful of DROIDS	1 extra GRIDRUNNER

ATTACK WAVES

There are 31 distinct attack waves. In each wave an ever increasing number of DROIDS are released onto the grid in various attack patterns.

When one wave is entirely cleared, the message GRID ZAPPED appears and an extra GRIDRUNNER awarded (up to a maximum of 9). After a short pause the next gridful will appear.



STRATEGIES

- 1. Keep on the move. If you stay in one place, PODS will form above you and often explode while your attention is elsewhere.
- 2. Remember to use your full mobility. Don't just stay on the bottom line. When GRIDSEARCH SQUADS reach the bottom, be prepared for them to re-enter higher up the grid.
- 3. Use rapid-fire to clear PODS in your zone. GRIDSEARCHERS will then have to travel right across the screen, giving you more time to pick them off.
- 4. Learn the pattern of the X/Y ZAPPERS. it never changes, and once you know it you can avoid the potentially lethal Y-ZAPPER's beam.
- 5. Don't use rapid-fire all the time. You will survive better if you take the time to aim.
- 6. DON'T PANIC!

GRIDRUNNER is a very fast game. Don't let the speed intimidate you. Good players will be looking for scores over 100,000 and aces will be getting over 150,000.

CREDITS

Designed and programmed by: Jeff Minter

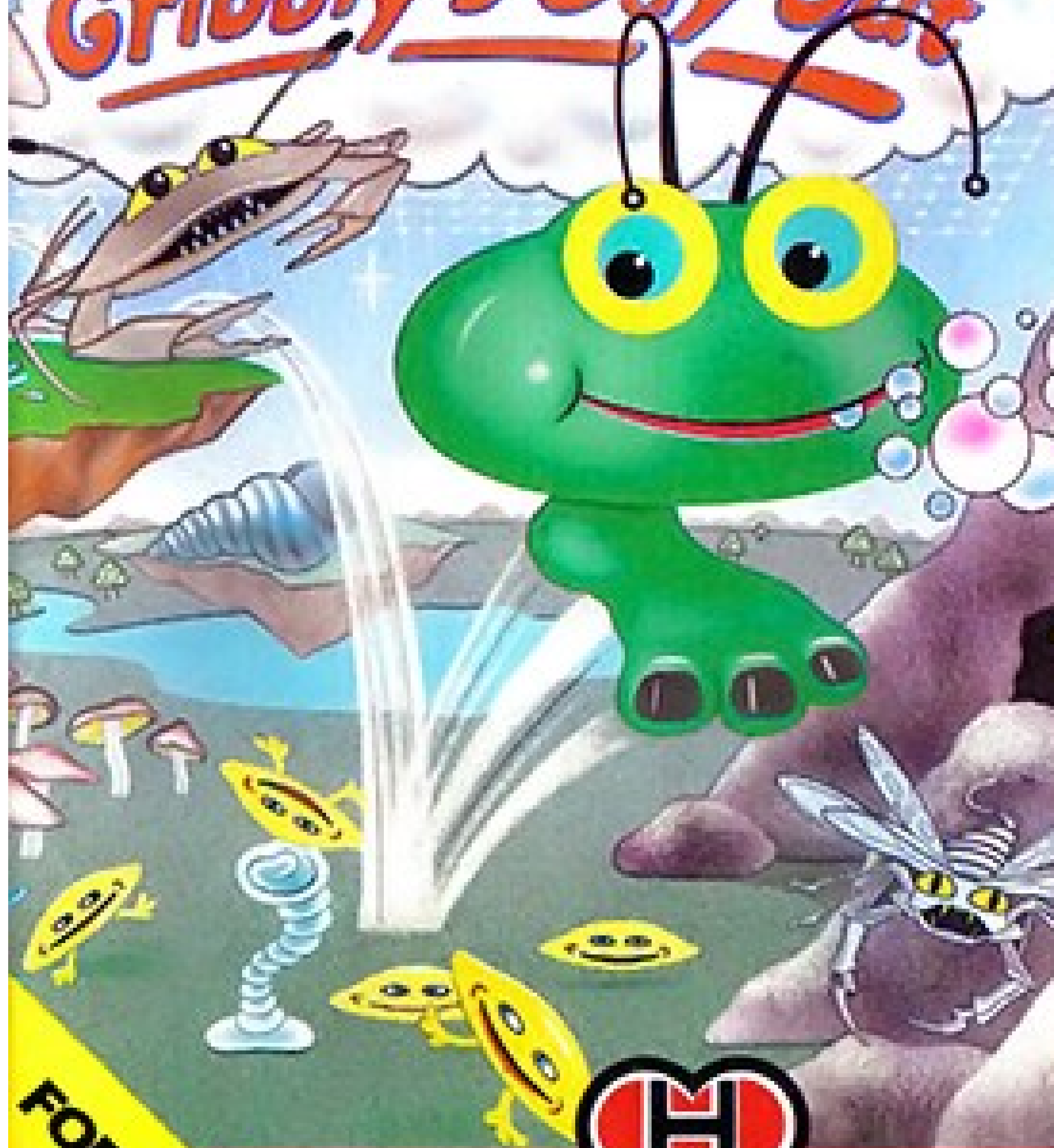
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SPRING INTO ACTION

ON

# Gribbly's Day Out



FOR CBM 64

HEWSON CONSULTANTS



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
▴ ▾	Fire
▴ ▾	Fire

# Gribbly's day Out

Rescue eight gribblets on each of the sixteen levels, taking them to the safe cave before the creatures do. The psi net constrains Gribbly Grobbly in his mission, but it also protects from Seon the Blagborian. The psi net can be switched on and off during the game. Round up the gribblets hiding behind rocks, over lakes and the floating islands to win.

## Scenario



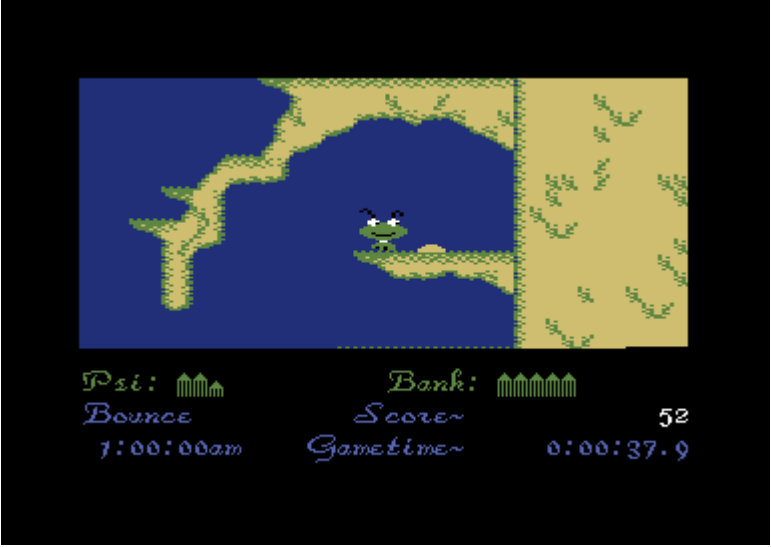
Welcome to the planet Blagbor, the home of the Gribblets! The surrounding hills are inhabited by primitive creatures, whose only aim is to kidnap the Gribblets, and Seon, a dangerous Blagborian, lurks behind the psi net in the sky. Can you round up all the Gribblets that are hidden behind rocks, over lakes and on mysteriously floating islands on time and bring them to safety?

## Playing the Game



As 'Gribbly Grobbly' you need to collect in 16 different levels each eight Gribblets before the creatures get them and take them to the safe cave. These creatures go through several metamorphoses. First they fall from the sky like seeds, land and then turn to green worms. If they tread on a Gribblet it will turn on its back, but it can be turned again by a jump from Gribbly Grobbly. After a while the green worms pupate and a bit later they evolve as skull worms. When they meet a turned Gribblet, they catch it and fly around with it.

Gribbly Grobbly can bubble away the creatures in all stages except as walking skull worms. If a Gribblet is kidnapped by a skull worm, you should try to free the Gribblet over clear ground, otherwise it will fall into death. The psi net constrains Gribbly Grobbly in his mission, but it can be switched on and off at the points. At the same time, the psi net protects from Seon the black beast.



## Credits

PROGRAMMER: Andrew Braybrook  
MUSICIAN: Steve Turner

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**EPYX**  
COMPUTER SOFTWARE

*Strategy Games for the Action-Game Player*

# Gateway to Apshai™



COMMODORE 64





# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↖ ↙	Fire
●○○○	Display collected items
○●○○	Display choices
○○●○	Fight

# Gateway to Apshai

Only the chosen one will succeed! Such a hero must find safe passage through the dangerous underground labyrinth of the famed lost Temple of Apshai, exploring each level before the timer runs out. Along the way they will fight terrifying monsters, avoid the most cunning of traps and collect treasure fit for a king. Are you the one to fulfill this destiny?

## APSHAI’S LEGACY

*“You have a destiny to fulfill!”*, the unseen voice whispered from out of the darkness.

My teeth chattered, my body shook. In the flickering firelight I could barely see the outstretched claw and bony finger, pointing directly at me. By Geb’s beard, was I scared!

It happened so fast. Suddenly, just at dusk this evening, those four huge brutes pounded on our cottage door. Their leader demanded my name. When I answered, he commanded, *“Come. Merlis wants to see you - NOW!”*

Before I could step back or say anything, the other three had grabbed me and were dragging me out the door. Behind me, my widowed mother gasped, then cried: *“Oh - NO, THEY’VE FINALLY COME!”*

I looked back, as I was rudely thrust on the back of a gigantic stallion. My poor mother stood in the doorway, her dear face wet with tears, her right hand reaching out - as if her hand could somehow stop them from taking away her only child.

There was a slap on my mount’s flank. The beast leaped forward. I clung to the stallion’s mane for my dear life. Away we galloped, into the twilight. We rode hour after hour, down strange roads and through dark forests. Finally, we rushed up a mountain trail and stopped. To our right a dim light glowed from the rocks. I was pulled off the horse.

*“Go youngster, Merlis waits for you inside the cave.”*

Frightened and trembling, now I stood in the center of a huge cavern. Behind me three ugly witches, shrouded in black, cackled and danced around a giant cauldron, bubbling over a weird fire. Lying on animal skins, in front of me, was a very old man in roughspun priest’s robes.

The robe’s hood hid his face. I could only see two glowing embers where his eyes should be. His extended right arm shook, as if being held up with great effort.

*"Youngster, know ye of the disaster on our land... how our crops wither... our flocks dwindle... our cities are dying?"*

I nodded.

*"Know ye how it is written, that only when we rediscover and reclaim the mighty Temple of Apshai will our people once again prosper?"*

I nodded again.

He continued, *"Many, many of our bravest have entered the dungeons to search for our lost treasures... to destroy the evil monsters that now inhabit the mazes... to disarm the perilous traps hidden along the passages... "*

His arm shook even more violently, *"But sadly... all too sadly, none of them have ever returned."*

He paused to let me absorb his words, then continued: *"And do ye know that it is also written, that only the blood of Apshai's greatest warrior will ever be able to reclaim the Temple of Apshai.. .and get the curse off our land?"*

I knew who the old man meant. Often my companions and I had discussed his fabled exploits.

*"Has your mother ever told you,"* he suddenly challenged, *"that you are the sapling sprouted from his seed, planted over one score and eight seasons ago?"*

*"ME?"*

Dumbfounded, I staggered backwards.

*"AND YOU - ONLY YOU CAN SAVE US, BY FINDING A SAFE WAY THROUGH THE EIGHT LEVELS, MORE THAN A HUNDRED DUNGEONS AND SEVEN THOUSAND ROOMS. TO ONCE AGAIN OPEN THE GATES OF APSHAI!"*

ME, THE DIRECT BLOOD KIN OF APSHAI'S GREATEST WARRIOR?

Hard to believe? 'Til now, I had only daydreamed of heroics. *"Pick up those weapons,"* Merlis said, pointing at the cave floor in front of me, *"Turn around, and go directly East one league. There you will find the pit. Climb down until you discover the entrance to the first level."*

*"If you survive, you will find, along the way, even more powerful magic weapons to aid your quest."*

The old man gave a long, tired mean, fell back, and said no more. I glanced around the cave. The witches had vanished. Turning back to Merlis, I watched in horror as his cadaver and clothes slowly crumbled into dust.

*"Pick up those weapons,"* something whispered in my mind. I stooped down and picked up a worn leather armor tunic and a short dagger. The dagger seemed to emit an enchanted sparkle, even though the light in the cave was so dim that I could barely see the dagger's handle.

*"If you survive, you will find, along the way, even more powerful magic weapons to aid your quest,"*

Once again, I looked slowly around... then, I took a deep breath, turned around, and walked out into the morning sunlight.

---

## OBJECTIVE

GATEWAY TO APSHAI is a one player action-adventure. You, the heir of Apshai's greatest warrior, are trying to find and reclaim a safe passageway through an underground labyrinth to the fabled, lost Temple of Apshai.

Your objective is to successfully complete all eight levels, scoring as many points as you can. You complete each level by moving your figure on the screen with your joystick, through a dungeon maze, fighting off monsters and avoiding traps, while picking up treasures. In order to score points.

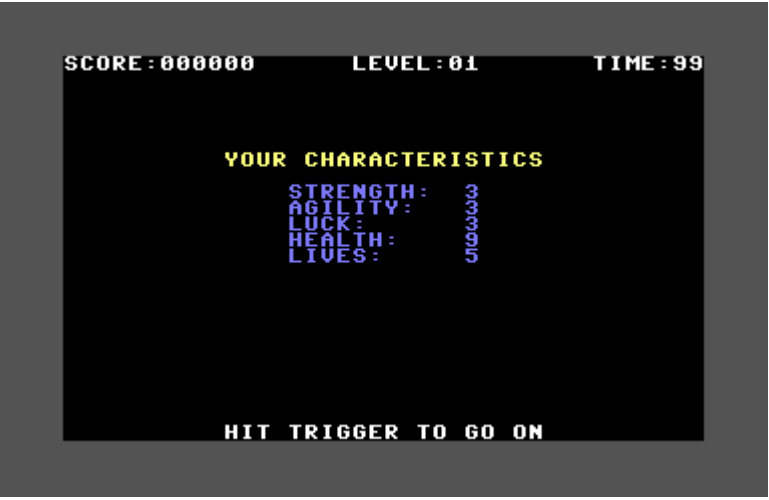
At the start of the game, you have 5 lives to complete the game. You have approximately six and one-half minutes time to explore as much of each level as you can. After six and one half minutes, you are automatically teleported to the start of the next deeper level.

## STARTING PLAY

Welcome to the realms of the Gateway to Apshai. The entire game is played using only your joystick, **FIRE** button, and the three lower function keys: F3, F5 and F7 (or buttons **A**, **B** and **C** on THEC64 Joystick). You move on the screen by pushing your Joystick in the direction you wish to go. The three function keys supply various options (described under HOW TO USE THE FUNCTION KEYS) selected by the **FIRE** button.

At the start of the game, the computer prompts you through two information screens.

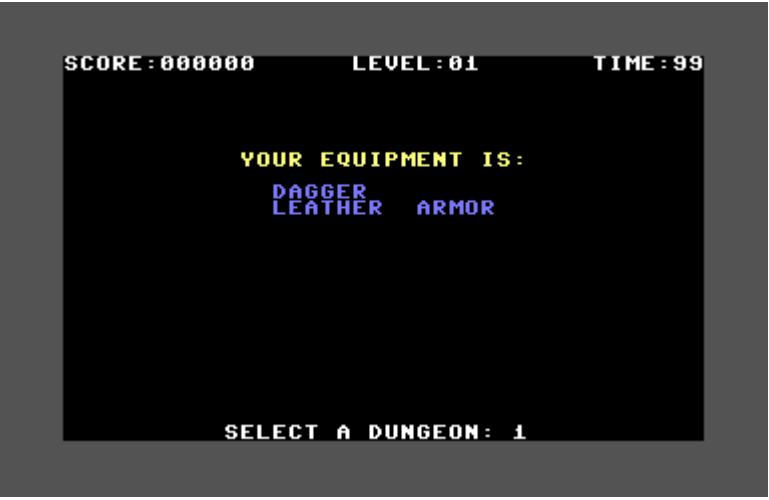
# STATUS SCREEN



This Is your Status Screen. Your health is the sum of your three characteristics: strength, agility, and luck. During the course of play, the computer may award Bonus Points to your strength, agility, or luck; and in turn, the same number of points will be added to your health.

If a monster or trap wounds you, then points will be deducted from your health, but not from your characteristics. If your health falls to zero, you lose your current life. Lose 5 lives and the game is over. If you wish to view this screen during game play, press the **F5** key (or button **B**) until “CHECK STATUS” appears on the top of the game screen, then press the **FIRE** button.

# WEAPON SCREEN



This is your Weapon Screen. The equipment listed is the weapons and armor you have in your hands at any given time, ready to use. When you start the game, you are equipped with only a dagger and leather armor. It is essential to your survival that, on each level, you seek out and pick up all the more powerful weapons and armor you can. You will need them to survive the even greater dangers you will encounter on the next level down. To view this screen during game play, press the **F5** key (or button **B**) until “CHECK WEAPONS” appears on the top of the game screen, then press the **FIRE** button. To use your weapons during the game you must press the **F7** key (or button **C**). This will put you in the fight mode, ready to battle attacking monsters.

At the start of the game, and each time you travel from level to level, you will be asked to choose which of the 16 dungeons you wish to enter on that level. (Shown at the bottom of the Weapon Screen.) Each of the 8 levels of the GATEWAY TO APSHAI has 16 dungeons. Each dungeon has approximately 60 rooms, for a total of over 7500 different rooms for you to explore. Each of the 128 dungeons has a different floor plan. Be especially alert when you enter a new dungeon. The inhabitants and objects will not be where you might expect them.

Choose your dungeon by pushing your joystick one push **FORWARD/UP** at a time. The screen will cycle through numbers 1-16. (To back up. pull **BACKWARD/DOWN** on your joystick.) When you have decided which dungeon to enter, press your **FIRE** button, and you will automatically be transported to the dungeon entrance room. The adjoining rooms will be invisible. Displayed across the top of the screen will be your current score, the level you are on, and the time you have remaining to explore that level which counts down as you play.

# GAME PLAY

You are now ready to begin play. Move your joystick to start the game. Pick up treasures, weapons, spells, and other items by moving your warrior directly over the item. The item you have picked up will be briefly listed on the top of the game screen before being stored in your magical “bag”.

As you pick up various spells, healing aids, and other usable items, these items will appear on your Supplies Screen.

# SUPPLIES SCREEN



This screen always lists what you are presently carrying in your “bag”. (Note that Treasures do not appear on your Supplies Screen; but are converted into points and displayed on the Status Screen.) Pressing the **F3** key (or button **A**) will also display items you have picked up one at a time on the top of the screen.

## HOW TO USE THE FUNCTION KEYS

During play you will continually use the three function keys: **F3**, **F5**, and **F7** (or buttons **A**, **B** and **C** on THEC64 Joystick). At the start of the game, the information section on the top of the game screen is blank. When you press a function key, you will be offered a choice of either action or information. Your choices will be listed one at a time, on the top of the game screen. When your choice is shown, hit the **FIRE** button to proceed.

### F3 (or button A)

When you press this key, it will display all items you have picked up (one at a time) on the top of the screen except for treasures. The items are Supplies held in your magical “bag” which are shown on your Supplies Screen. When you begin play, your “bag” (Supplies List) is empty and the **F3** key will not function until you pick up a usable item,

**SPELLS:** To use any spell you have picked up, press the **F3** key until the spell you wish to use appears on the top of the screen. Then press the **FIRE** button and the spell will immediately be used up. Once used, it will no longer appear on your Supplies Screen. Therefore, only use them when needed!

**WEAPONS:** To use any weapon picked up. you must take it out of your “bag” in order to use it. To do this you press the **F3** key until the weapon you want is shown on the top of the screen, then press the **FIRE** button. The weapon will disappear from the top of the screen. It will then appear on the Weapons Screen and can be used at any time. Depending on the type of weapon, it will be added to the list (such as bows and arrows) or replace previous items (i.e., chain armor will replace your leather armor). Such weapons will be used in combat when you are in the Fight Mode, attained by pressing the **F7** key (or button **C**).

### F7 (or button C)

As you move swiftly through each dungeons hidden mazes and dangerous passageways, you’ll always need to be alert and ready to do battle with any nasty creature that may suddenly attack you. In order to fight with your dagger or sword. “FIGHT” must appear on the top of the game screen.

Anytime you press either of the two function keys, for any reason, you must press the **F7** key again in order to use your weapons. Otherwise, you will be unarmed. If you have more than one weapon on your Weapon Screen, you must use the **F7** key to choose between weapons. If “FIGHT” is listed, then you may swing your dagger or sword. To select your bow and arrows press the **F7** key a second time. If you have magic arrows press the **F7** key a third time to select this weapon. To utilize any weapon, press the **FIRE** button for each arrow shot or swing of the sword. Be certain you are facing in the right direction! Move away from the monster and then use your weapon as you walk toward it. The screen will flash red or green depending on who struck a hit. Red. when the monster struck you and green when you’ve struck the monster. Various monsters take repeated hits to destroy.

### F5 (or button B)

Pressing this key allows you to scroll through all your choices one at a time. Each of those choices is listed below.

**KEYS:** You always have the key to each enclosed, visible door in the dungeon in your hand ready to use. These doors are shown as dashes within the wall. To open a closed, visible door, position your character directly in front of and facing the door. Press the **F5** key (or button **B**) until the action choice “KEYS\* appears on the top of the game screen, then press the **FIRE** button and the door will open.

**LOCATE TRAP:** This action choice reveals invisible traps most often found under treasure chests. When you run into a trap, the type of trap will appear on the top of the game screen and points may be subtracted from your health. It is up to you to decide to get a treasure or to avoid it completely when you are low on health. The location of a trap may be revealed by pressing the **F5** key (or button **B**) until LOCATE TRAP appears on the top of the game screen, then press the **FIRE** button. Only one trap will be revealed at a time.

**SEARCH SPELL:** This action choice allows you to search a room for secret doors To use your “SEARCH SPELL”, press the **F5** key (or button **B**) until “SEARCH SPELL” appears on the top of the game screen, then press the **FIRE** button. A door will appear if there was one hidden; if there is none, nothing will occur.

**DROP ITEM;** To drop an item from your “bag” press the **F5** key (or button **B**) until “DROP ITEM” appears at the lop of the game screen, then press the **FIRE** button. Your Supplies Screen will appear with a prompt at the bottom. Pull your joystick **BACKWARD/DOWN** until the arrow points to the item you wish to discard, then press the **FIRE** button. To resume game play, press the **FIRE** button again. If you do not wish to discard an item, pull your joystick **BACKWARD/DOWN** until the arrow disappears, and then press your **FIRE** button. This will return you into the dungeon. **Note:** You must have supplies shown on your Supplies Screen in order to drop an item.

**CHECK SUPPLIES:** Brings up the Supplies Screen. Press the **FIRE** button to return into the dungeon.

**CHECK STATUS:** Brings up the Status Screen. Press the **FIRE** button to return into the dungeon.

**CHECK WEAPONS:** Brings up the Weapons Screen. Press the **FIRE** button to return into the dungeon.

**NEXT LEVEL:** To go to the next level, press the **F5** key (or button **B**) until “NEXT LEVEL” appears on the top of the game screen. Press the **FIRE** button, and a prompt “PUSH TO CONFIRM” will appear. If you wish to continue to the next level, press the **FIRE** button. If you do not wish to go on to the next level, press any function key (or button **A**, **B** or **C**).



## SCORING

You score points by picking up treasures. The types of treasures are: necklaces, chests, coffers, chalices, sceptres, crowns, and plaques. The number of points you score is determined proportionally by what material the treasure is made out of, multiplied by the number of the level where you found the treasure.

For example: if you found a gold crown on Level Six, and gold treasures have a basic point value of 100; then 600 points would be added to your score, (100 x 6 = 600).

### BASIC POINT VALUES OF MATERIALS

#### Material Points

Lead	= 0
Silver	= 50
Iron	= 10
Gold	= 100
Bronze	= 25
Jeweled	= 1000

You pick up treasures, or any other object, by moving your figure directly ovet the item. As soon as you pick the treasure up, its name is briefly listed, and the points are automatically added to your current score,

## PLAYING AGAIN

To play GATEWAY TO APSHAI again, simply press the RESTORE key (or press the **MENU** button, select EXIT and then launch the game again from THEC64 carousel), and a new game will reboot from the beginning. Soon, you will find yourself at the entrance to the dungeon you choose, on Level One.

## HELPFUL HINTS

Make a map of each dungeons maze the first couple of times that you play. Write on the map the locations of objects, monsters, and traps. Thus, you’ll find what you need faster, and avoid dangers in subsequent games.

**1. MONSTERS & TRAPS:** When you meet a monster you have one of two choices: either to run away from it as fast as you can, or fight. If you fight, be sure and check your health after the battle. When you’re wounded, points are deducted from your health They fall to zero; you die.

Health points are also deducted when you are caught by many of the traps; although some, such as the Freeze or Teleport traps have different results.

**2. WEAPONS, MAGIC & HEALING POTIONS:** A weapons power will be obvious by its name. And, so will a spell's power. Other magic, such as the Luck Charm and the Agility Amulet, will add points to your luck and agility, respectively. When your health points fall low, take a healing salve or potion, in order to restore your health.

**3. TREASURES;** The deeper the treasure, the more points it will score for you. Therefore, you might not want to waste too much time hunting for treasures on the first three or four levels. But remember; the more valuable the treasure, the greater the risk.



Good luck in your quest!

## CREDITS

Programmed by The Connelly Group  
Music and graphics by The Connelly Group

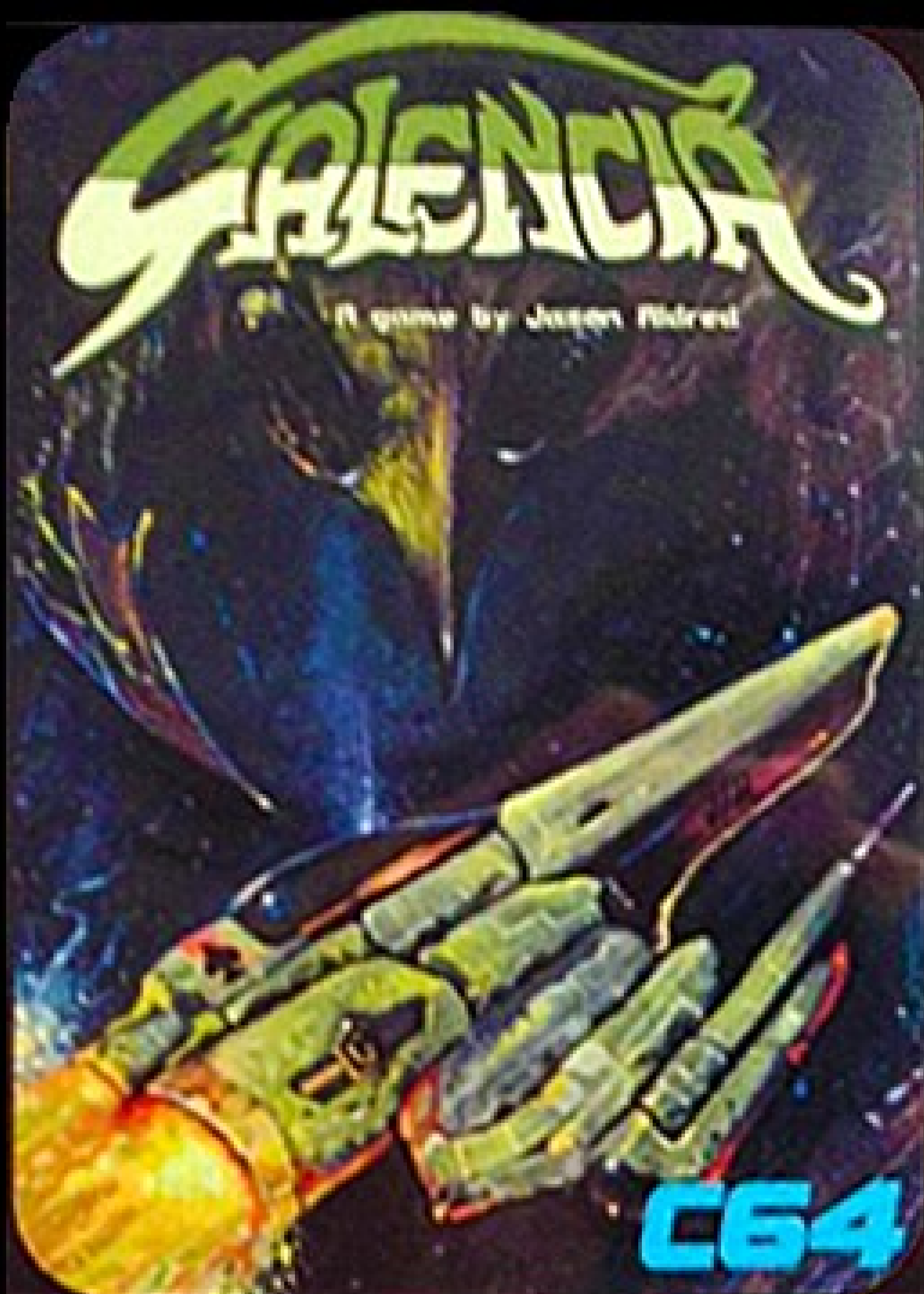
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# GALACTICA

A game by Jason Fildes











C64

PROTOVISION





# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	Options
 	Fire

# Galencia (Firmware 1.2.0+)

We didn't listen to the warnings. We decided to ignore the global decline of bees, and now their guardians have arrived. You must pilot the 1981 Galencia Fighter spacecraft and restore order, before it's too late!

## Scenario

Galencia is the winner of the Reset64 Magazine 2017 Commodore 64 Game of the Year Award. It is a colourful, highly polished, Galaga inspired single-screen shoot-em-up. This full special THEC64 edition of Galencia is only available on THEC64 Mini if running firmware 1.2.0 and above. Jay has worked really hard to produce a special version of Galencia just for THEC64 Mini and it's 720p display, and it makes maximum use of the upper and lower borders for graphics, right up to the edge of the screen! Be aware however, that some HD TVs might crop some of these border graphics when displaying the 720p image. This is not a fault with Galencia or the Mini and we recommend that you refer to your TV settings.

*We didn't listen to the warnings.*

*We decided to ignore the decline of our bee population, and now their guardians have arrived.*

*You must pilot the 1981 Galencia Fighter and restore order. Before its too late!*

*50 Action Packed Levels. Asteroid Fields. Challenging Stages. Boss Battles. Ebb and Flow difficulty curve. Siren enemy with Tractor beam for Double Ship Action. Introduction, Launch and Completion sequences*

*THE STORY SO FAR...*

Three million years ago a devastating civil war on the planet Yenoh almost wiped out the population of bees from the universe. With only a few hundred bees alive The Guardians (giant queen bees) had little choice but to abandon their home planet and rescue as many infant bees as possible from extinction. 100 Bees lefy Yenoh under the protection of The Guardians looking for a new home where they could live in peace. The Guardians coured the universe for the perfect habitat. Many planets were either too hot or too cold but eventually The Guardians found a world with the perfect habitat – Earth.

The bees quickly settled in to their new home pollinating Earth;s flowers and producing their delicious honey. Happy that the bees were now safe, the Guardians left Earth to find their own home in a distant corner of the universe.

For millions of years the bees lived in harmony with the rest of the natural world. They witnessed the dawn and death of the dinosaurs and the birth of mankind. the bees were a little wary of man as he was a destructive creature with a desire for power and a hunger for honey. But for thousands of years man and bees lived happily side by side neither posing a threat to the other.

It wasn't until the latter years of the 20th Century that things began to change. Environmental damage caused by mass deforestation and pollution destroyed more and more of the bee's habitat while powerful farming pesticides killed millions of bees on a scale not seen since the time of the war on Yenoh. Within decades the bee population dropped by 50% and as the 21st Century arrived the decline continued at an alarming rate.

By 2017 only a few thousand bees remained. news of their near extinction spread across the universe and on Nitram, a far-flung planet on the outer reaches of the galaxy, The Guardians heeded the call.

Within 24 hours sswarms of Guardians had attacked human settlements across Earth. London, Paris, Tokyo and new York were hit by swarms of killer bees which left thousands dead.

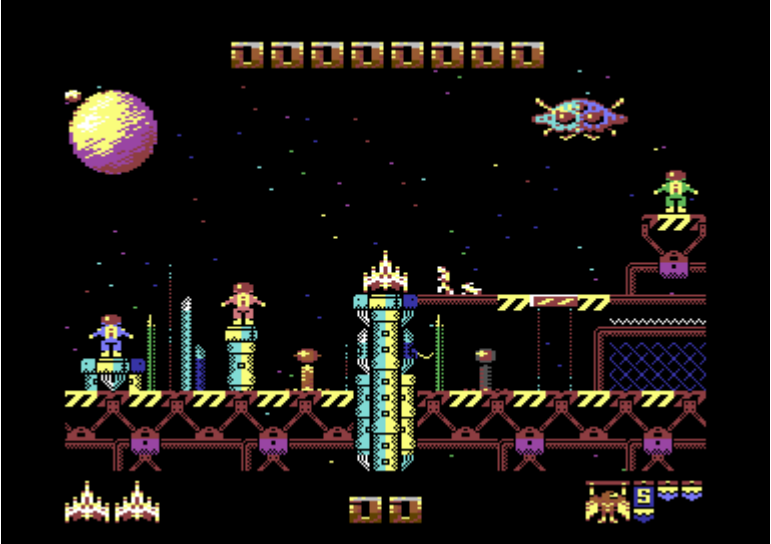
A global emergency was called and world leaders agreed that an armed and manned rocket ship would be launched from the I.S.S. Its mission would be to attack The Guardians who were gathered in space just outside the Earth's atmosphere. A crack team of military experts were assembled by Amy Starbanger, a renowned NASA scientist. Other than science, Amy loved three things more than anything else in life - her pet monkey Boo, classic 1980s videogames and bad jokes laced with innuendo.

Inspired by the legendary 1981 class fighters, Amy quickly designed the Galencia rocket ship. Galencia was cutting edge military technology and required a pilot of outstanding skills to fly it.

There was only one man for the job - Ace Harper. Ace had a glittering medal collection, a fearless reputation and - most importantly - he was the greatest fighter pilot that ever lived.

The call went out and Ace agreed but insisted that his luck mascot (his pet dog Roxy) could come along for the ride. Amy accepted. Ace was handed the keys to the Galencia and told to get out there and save mankind.

Now, it's all in your hands Commander!



**ACE HARPER**

RANK - FORMER PATROL LEADER AGE - 45 YEARS STAR SIGN - SCORPIO NOTES - COMMITTED, LOYAL, DEADLY MILITARY RECORD - RETIRED AFTER PSYCH-EVALUATION FOLLOWING THE INVASION OF EARTH. SOLO MISSIONS ONLY. TOO RECKLESS TO COMMAND.

**AMY STARBANGER**

RANK - COMMUNICATIONS AND ENGINEERING AGE - 24 YEARS STAR SIGN - PISCES NOTES - DIVINITY MODIFICATION INSTALLED IN 2011. ODDLY ATTRACTED TO PILOTS. MILITARY RECORD - SERVED IN THE LEGENDARY RED MOON PATROL UNDER THE DIRECT COMMAND OF BARON WINDER. EXEMPLARY RECORD. REFUSING PROMOTION TO KEEP HER PATROL SAFE.

# Game Options

Before you press either FIRE button to start the game, you can change options by pressing TR on THEC64 Joystick, or by selecting the F1 function key on the virtual keyboard or on a connected USB keyboard.

Option	Function	Details
STARFIELD SHADE	COLOUR, DUO, MONO	Select to suit your eyes and monitor
SCORE PALETTE	ARIZONA, LIQUID, PLATINUM	Choose your favourite colours
HI SCORE TABLE	RESET	Instantly clear the High Score table
IN GAME MUSIC	ON, OFF	Toggle the in game music on and off
TOURNAMENT MODE	OFF, ON	When enabled, you have a single life and no way to gain more
GAME DIFFICULTY	EASY, NORMAL, PRO	Select to match your ability
RETURN TO GAME takes you back to the Main Menu.		



Hi Scores will show a **T** if it's a Tournament score. The difficulty is marked with an **(E)**asy, **(N)**ormal or **(P)**ro

## Playing the Game

There are 50 stages to battle through.

The premise is simple; survive for as long as possible against 50 waves of ebb and flow difficulty!



Destroy all aliens, discover the hidden secrets of the Sirens and learn how to earn a double fighter ability.

Don't miss on the Challenging Stages for incredible bonuses.

Use your piloting skills in a game of risk and reward in the Asteroid fields.

### SIRENS

Sirens are different to other enemies you might encounter. they have an irresistible tractor beam, known in the academy as the 'Siren's Call'. If your fighter is close enough to the beam, you will lose control and the fighter will become captured.

Once captured you have a chance to regain control of the fighter by shooting the Siren when she attacks. be careful not to shoot the Siren in formation and avoid shooting the captured fighter or you will lose the ship for good!

Once you have freed the captured fighter, you will be rewarded with a double fighter. Now you have double the firepower. Take care as a double fighter is also a double-sized target!

Keep an eye on the timer. If it gets too low, Sirens will call in reinforcements.

### CHALLENGING STAGES

You will encounter challenging stages at levels 5, 15, 35 and 45.

Each challenging stage is more difficult than the last one.

There are incredible bonuses available for hot shot pilots, including Extra Lives, Twin Ships and Promethean Stars.

Simple advice: don't miss!

### ASTEROID FIELDS

Asteroid fields appear at levels 10, 20, 30 and 40.

They are extremely dangerous and present the player with a risk and reward challenge.

You can either take it easy and try to simply survive , or risk it all to collect Promethean Stars worth an incredible 10,000 points each.

Remember that you will earn an extra life every 100,000 points!

**BOSS BATTLES**

Commander, we have detected two huge life forms.

One is approximately halfway through the enemy armada and the second is trailing at the back of the armada.

Both these life forms seem to be flanked by huge ion cannons. Take care as you approach these sectors.

Be sure to listen to Amy!

**ADVANCED GAMEPLAY**

There are different rewards available for players using different styles. Will you try to clear the levels as fast as possible and reap the bonus for seconds remaining on the timer? Or will you take your time and maximise the points available for shooting down bees as they attack?

Think about what might be coming up next. A double ship sure is handy for those challenging stages but not so useful in the asteroid fields!

Is it best to clear the bees by columns or by rows? What happens if you clear them in a specific order? Are there any hidden bonuses to discover?

Have an experiment and find out!

There are lots of things happening ‘under the hood’ and careful observation will help you learn the secrets of Galencia.

**Assembly environment** CBM PRG STUDIO by Arthur Jordison

**Sprites** SPRITEPAD by Subchrist Software

**Backgrounds and characters** CHARPAD by Subchrist Software

**Music and sound effects** GOATTRACKER by Cadaver of Covert Bitstops

**Data compression** EXOMIZER by Magnus Lind

**The best resource for C64 assembly coding** CODEBASE64.ORG - You guys rock!

# Credits

CODE & GRAPHICS: Jason Aldred  
MUSIC & SFX: Pulsebot  
CONCEPT ART: Flemming Dupont  
GRAPHICS & SFX: Saul Cross  
PROTOVISION: Jakob Chen-Voos  
BOX & MANUAL: Lobo  
SPECIAL THANKS: Indian Nick Winder  
INTRODUCTION STORY: Martin C Grundy  
MANUAL BACK COVER: Mark Hardisty

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# FIRELORD



COMMODORE

HEWSON



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↖	Fire

# Firelord

Explore the land of Torot. To release the firestone from the evil queen and return it to the dragon's safekeeping, find the four charms of eternal youth. Dispel ghosts and trade with peasants. Others have objects or services you need, including weapons. Witches and wizards have useful spells and other characters have useful information.

# Scenario

*The path wove deeper through the forest beckoning Sir Galaheart further into the flickering shadows. A voice spoke out in the dimming gloom.*

*“My son, you have returned to this land of Torot, to discover its hidden secrets. You must seek out the sacred Firestone and return it to the Dragon’s safekeeping.”*

*Galaheart trembled with fear as he recalled how the Evil Queen had seized the Firestone and used its power to curse the land with fire and ghostly apparitions who drifted the streets in ghastly imitation of the once happy inhabitants. At one time the people had roamed freely but now they cowered in their homes. Her price for the release of the Stone was for some brave warrior to win for her the four charms of eternal youth. The brave knight sank to his knees overpowered by fear and foreboding.*

*“Fear not,” said the voice, “for the answer lies within the kingdom. Use the enchanted crystals and fall not.”*

*Sir Galaheart was alone. A feeling of mystery filled the forest. The very air breathed the secrets of this haunted land.*

# Playing the Game



# Characters in Torot

As well as the ghosts which Sir Galaheart must dispel there are a host of characters for him to meet and trade with. the Peasants know the villages and forests well although they are often slow-witted. Travel may be arranged by paying the Gatekeeper at a Toll House or by buying a Timescape spell from a Herbalist or some other magic character. The Tithe Ward Keepers will keep objects safe and sound.

The Witches and Wizards have spells available and the Dragon’s teeth may be of use. Weapons can be obtained from the Knights and the Wise Old Man is a useful source of information as is the Hermit who is rumoured to live in the forests.

The Bishops tend to be quick and greedy so it pays not to try and cheat them. Justice is administered by the Reeves who may be helpful if treated with respect. Princess Eleanor is held captive by the Evil Queen and she may look kindly on those who are trying to free her.

## Controlling Sir Galaheart

Use a joystick.

## Bartering in Torot

When you enter a house you may trade with the occupant. Place the cursor over an icon and press **FIRE** to select it. To cancel a selection press **FIRE** a second time.

Each occupant provides one or more types of service. Select the type you require and between one and four of your objects which you prepared to trade in exchange. If your payment is sufficient the occupant will make an offer by displaying a suitable icon. If you wish to complete the deal select the icon displayed.

### Types of Services



Service	Description
SCALES	Trade an object
PORTCULIS	Pay a toll to pass through the house
SIGNPOST	Find out where you are
SUPPLIES	Buy food, weapons or trading tokens
TIMESCAPE (star)	Cast a spell to a magic place
INFORMATION	Find out how to accomplish your quest.

## Ribbons

Colour distinguishes similar characters - Green Witch, Red Witch, etc.

## Cheat

Select the hand icon and you may not have to surrender the objects that you are paying with. Get caught and justice will be swift.

## Exit

Select the X icon to leave the house.

## Offer

When a deal is set up the occupant displays his offer here.



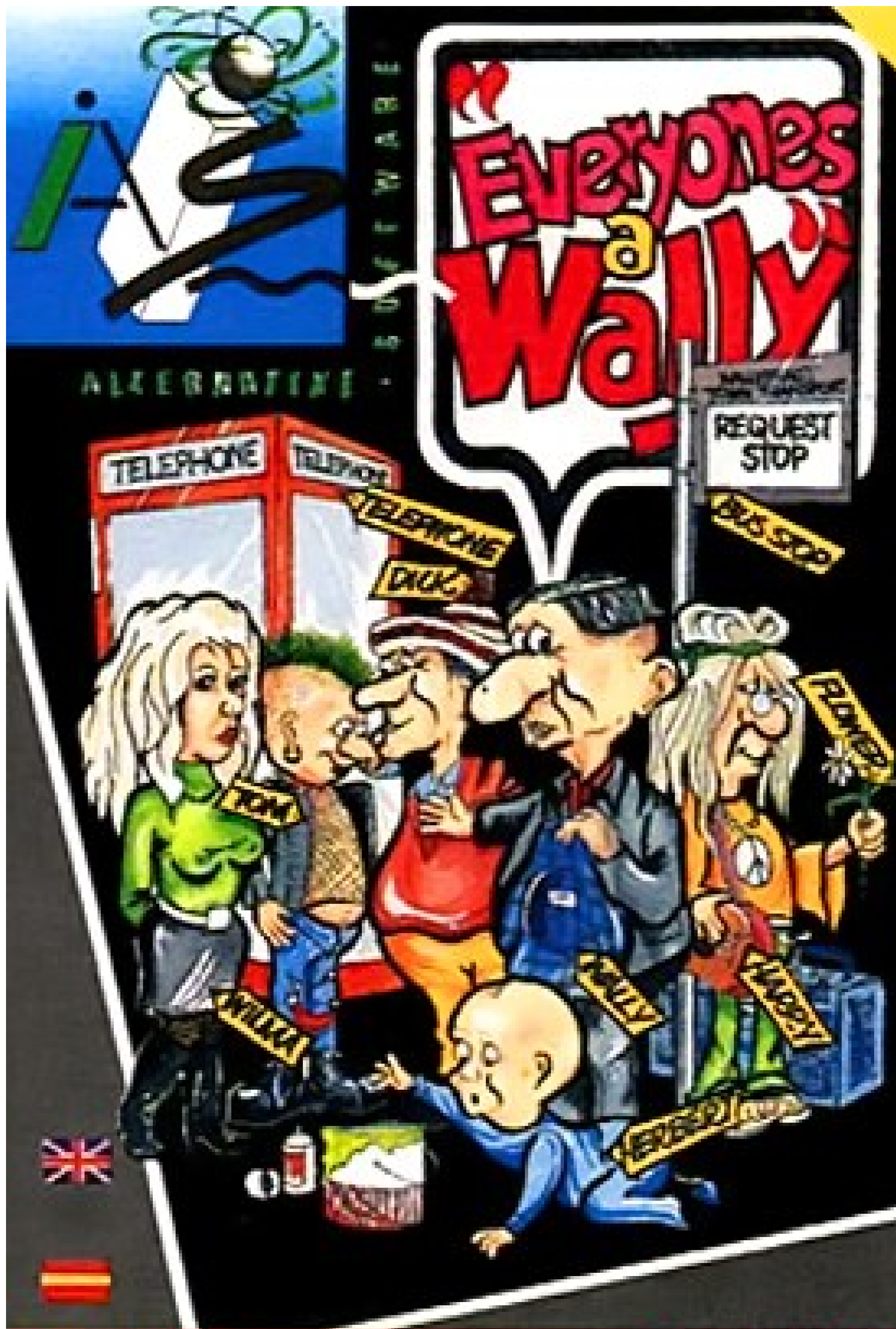


# Credits

PROGRAMMER: John Cumming  
MUSICIAN: Ben Daglish

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CBM 64/128

199 RANGE



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Wilma
↖ ↙	Wally
●○○○	Tom
○●○○	Dick
○○●○	Harry

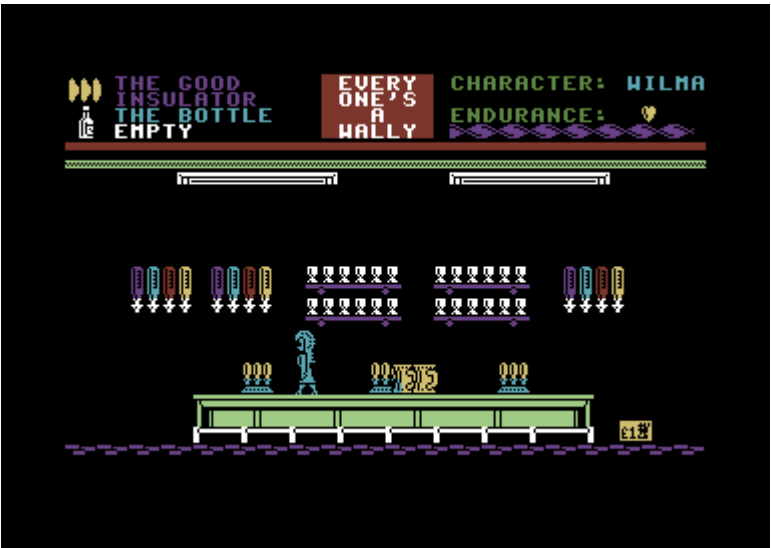
# Everyone's a Wally

Find the safe combination, spread across different locations, to pay the wages. When in the same area, switch to a different character. Wally, Wilma, Tom, Dick and Harry have different abilities. Walk past objects to collect or swap them over. To win, take each number to the safe in the correct order. Avoid anything else that moves, including baby Herbert.

# Scenario

Wally is back, this time with his family in the first ever Multi Role Arcade Adventure. Not only does Wally appear fully animated, but also Wilma, Herbert, Tom, Dick and Harry. The purpose of the game is to find the combination for the safe and then pay the gangs wages. The combination is split and can be found in different locations, all of which are in the high resolution graphics as shown above. Not only must they be identified, but also the right items to collect the combination must be used. The locations are many and varied, and contain zany arcade sequences which must be completed to finish the adventure. Each character has specific abilities and it is up to the player to select which one will perform a particular task.

# Playing the Game

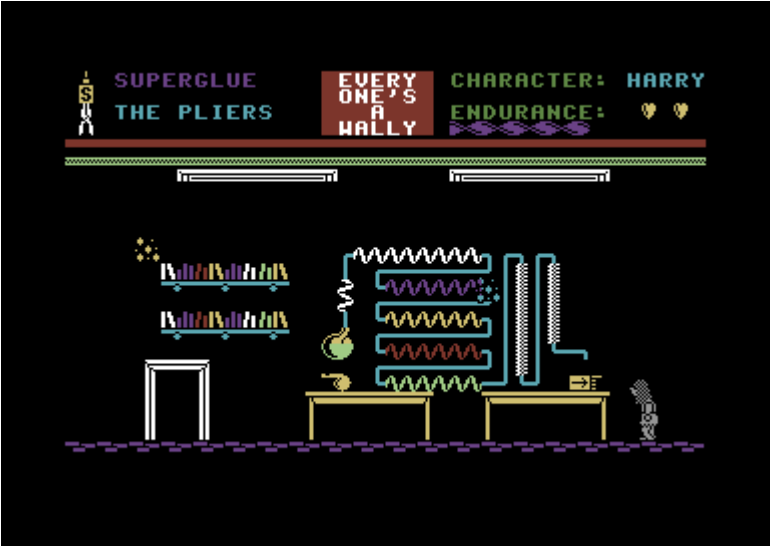


The game starts with the whole gang in the Town Square by the Fountain. You have control of Wally, so the rest of the gang go off about their own business. As Wally cannot do everything himself, you will have to select one of the other characters, (except for Herbert, he is totally uncontrollable) to perform the various tasks. This is achieved by pressing the Character Select key (buttons **TL**, **TR**, **A**, **B** and **C** on THEC64 Joystick) while they are on the current screen. While a character is not under your control, he or she may be carrying out other tasks, which may help or hinder you. If you reach the edge of the screen while walking about town, you will continue to the next location. However, some of the screens have exits other than at the extreme left or right, eg a door or a road. To leave at these points you should press the exit key whilst in the appropriate position. There is another, faster way of getting across town, but it is more risky than walking.

To complete the game, all of the pieces of the safe’s combination must be taken to the safe in the correct order. To pick an object up, simply walk in front of it. It will then be exchanged for one already carried. The two objects carried are displayed at the top of the screen. All this rushing around is hard work, so the characters must eat and drink to keep themselves going. Wally isnt too fussy about what he eats, but the rest of the gang may be more choosy.

Each character has a part to play. Wally is a builder and odd job man by trade, so you should use him for mixing cement, etc. Wilma is Wally’s wife, and so might do the shopping. Herbert, Wally and Wilma’s pride and joy, doesn’t do anything except get in the way. Tom, the punk, is a mechanic, Dick is the plumber and Harry is the electrician.

You will find it necessary to complete the varied arcade sequences to obtain certain objects. In some arcade sequences, the controls will alter to suit the game.



## Credits

PROGRAMMER: Mikro-Gen  
MUSICIAN: Mikro-Gen

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**EPYX**

# DESTROYER



**Commodore**  
**64"/128"**









Contains 100% Pure Lead

USA

147070



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	Fire
 	Fire

# Destroyer

Complete your allocated mission to protect merchant ships, land troops and undertake supply runs, ensuring your destroyer isn't sunk in the process. Have you got what it takes to fend off lurking U-Boat Wolfpacks, diving fighters, sharp-shooting cruisers and much-feared kamikaze bombers?

# Scenario

*“Welcome aboard Captain! We hope you’re ready to face the many battles in this war.”*

Do you have what it takes to fend off the lurking U-Boat Wolfpacks, diving Zero fighters, sharp-shooting Imperial Navy cruisers, and suicidal Kamikaze bombers? Can you safely shepherd a convoy across the stormy North Atlantic, or land your troops on the razor sharp coral beaches of some tiny tropical island in the far South Pacific?

Maybe you have what it takes, maybe not. You certainly have the rght tools, a Fletcher class destroyer and crew. These vessels are ideally suited as the guardians of the fleet. For the most part, these ships rely on their torpedoes and guns for offensive armament, while their machine guns, cannons and depth charges are used defensively.

# OBJECTIVE

The overall objective is to fulfill your selected mission without being sunk. Each, mission will emphasize certain considerations such as protecting merchant ships, landing troops, moving supplies, etc. But if ten or more of your stations are damaged, your destroyer is sunk and all of your efforts will have been for nothing.

You must continually repair damage to your ship to remain operational - the various controlls will not work accurately until completely repaired. Main gun shells and depth charges are resupplied only after your damage team has completed all repairs (although torpedoes are not). Good luck with your selected mission. We’re depending on you.

(Refer to CAPTAIN’S NOTES for historical background information and to the GLOSSARY for definitions of ship terms.)

# STARTING PLAY

The title screen will appear. Press the **FIRE** button (or Space Bar) to continue. Type in the name of your ship for this game and press Return. When requested, type in your name and press Return again.

Select one of 7 challenging missions, from introductory to advanced scenarios. First select the mission, then the difficulty level (easy, intermediate, or advanced).

Push the joystick **FORWARD/UP** or pull **BACK/DOWN** to change selections. The selection you are changing will turn yellow.

Move the joystick **LEFT** or **RIGHT** to change levels or missions.

Then use the joystick (or cursor keys) to get to START GAME and press the FIRE button (Space Bar). You will then receive your orders and a description of the scenario you're to encounter. Press the **FIRE** button (Space Bar) to begin the mission.

## SUBHUNTER — Use Sonar, Depth Charges, Navigation

You're to seek and destroy an enemy submarine that has been sighted in your patrol area! Use your sonar to track the enemy submarine while maneuvering toward it. When your ship is above the submarine, attack with depth charges! Don't let this one get away!

## SCREEN — Use Radar, Anti-Aircraft Guns, Navigation

Your task force has been positioned south of you. To the north are a large number of enemy aircraft heading toward your carriers. You must protect them at any cost! Your radar will give you warning of the airplanes before they are on you, so you can ready the Anti-Aircraft guns in time to defend yourself.

## SCOUT — Use Sonar, Radar, Weapons Systems

**(dependent on enemy encounter)** An important convoy must cross a treacherous strait. You are to scout the intended route for enemy patrols. You will be notified as you reach each check-point. Maintain radio silence until you return to base to make your report. Avoid combat to keep the enemy guessing as to your intentions.

## BOMBARDMENT — Use Surface Guns, Radar, Anti-Aircraft, Navigation

The Marines are landing! You must shell key parts of the island and maneuver close to the beach to search for flashes of enemy gun emplacements. Silence them with your main guns, avoid the return fire, and destroy any enemy aircraft threatening the invasion beaches. A combination of good radar operation, keen lookouts and sharp shooting will be necessary to protect the amphibious assault.

## BLOCKADE RUNNER — Use Surface Guns, Torpedoes, Radar, Sonar, Navigation

One of our small island outposts has been surrounded by enemy forces. The garrison requires certain critical supplies in order to hold out. You are to take your battle seasoned crew and run the blockade! All stations must operate at full efficiency as you will be facing multiple threats from ships, submarines, and fighters!

## CONVOY ESCORT — All Systems Used

You have been assigned to lead a slow merchant convoy to a beleaguered outpost, deep in enemy territory. Your assigned position is the left front sector of the convoy's advance, your sister ships are assigned to other areas. It is your responsibility to run interference for those ships and to see the convoy safely to the harbor on time - regardless of enemy action!

## RESCUE — All Systems Used, Pilot Signals, Enemy Guns

A friendly pilot has been shot down in your area and made it to a small chain of islands. You must rescue him soon (his signal beacon is rapidly getting weaker) and get him back to base. As his position is behind enemy lines, speed and stealth are very important. The pilot will signal SOS with a mirror when he sees you approach, but beware - that flash might also be enemy gunfire!

## CONTROLS

A destroyer can be a complicated ship to sail and fight with. To make control easier, all controls have been separated into stations. Each weapon type and sensor has a station, along with the Bridge and Damage Control.

All stations are shown on different screens. You can access these stations by typing in the two letter codes and then pressing RETURN. The commands (and any appropriate responses) will be shown on the message line located toward the bottom of the screen. Once a station has been selected, the controls are manipulated using the joystick (or cursor keys).

### Keyboard Station

BR	Bridge
NA	Navigation
OB	Observation Deck
RA	Radar
SO	Sonar
GF, GA	Guns Forward/Guns Aft
AP, AS	Anti-Aircraft Guns Port/Anti-Aircraft Guns Starboard
TP, TS	Torpedoes Port/Torpedoes Starboard
DC	Depth Charges
DA	Damage Control



There are also two additional codes to be used in particular circumstances:

Keyboard Info

- TR           Used at the Surface Guns station to activate the Targeting Radar.
- AB           When all else fails - Abandon Ship to end the current mission.

Helm

There is a special set of controls that appears at the bottom of the screen on four of the stations above (Observation Deck, Bridge, Radar and Sonar). This special section is called the Helm. It allows you to control the heading and speed of the ship. Push the joystick **FORWARD/UP** or pull **BACK/DOWN** (or use cursor keys) until the light flashes next to the item you wish to change.

**STEER TO** allows you to set the course you wish to follow. **RIGHT** and **LEFT** movements of the joystick (or cursor keys) will move the dial right and left. The new course setting is shown at the center of the dial under the marker. Press the **FIRE** button (Space Bar) to set it on automatic. The dial will turn black to indicate this, and the joystick has no effect until the **FIRE** button (Space Bar) is pressed again. (When on automatic, the AUT switch at the bridge reflects the same.)

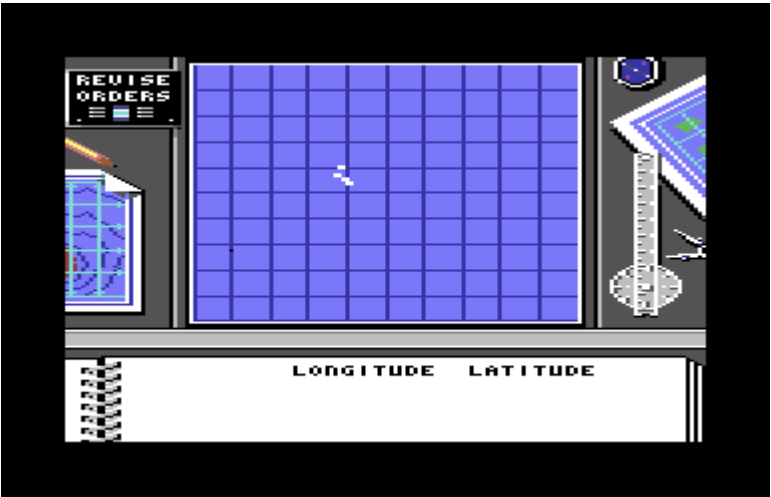
**CURRENT HEADING** shows exactly where the bow of the Destroyer is pointing. It takes time to turn a 3,000 ton ship around, so don't be surprised if you see this dial moving after a new heading (**STEER TO**) order is given.

**SPD** (The Throttle) controls the preselected settings for the engines, and therefore their speeds are measured as Full, Half, Slow, Stop, and Slow Reverse (shown as F,H,S,ST,S). Moving the joystick **RIGHT** and **LEFT** (or using the cursor keys) will move the throttle marker right and left to set your speed.

**CURRENT SPEED** displays the current speed of the ship in knots. As with turning, it takes some time to get a 3,000 ton ship moving.

STATIONS

NA: Navigation



The particular path to be followed by the quartermaster (the sailor who actually turns the wheel) is defined on the map at this station. The view is of a map boxed off into 100 squares, each 5000 yards per side. The top is always North. Your position (blip) and the position of islands (squares), any friendly ships (moving dots), and your base (:•:) are shown on this map. You may plot a course with up to 4 destination points on this map. To follow this course, the AUT switch on the bridge must be turned on.

- To plot a course, first press the **FIRE** button (Space Bar). Then move the joystick to place point 1 on the spot where you want your next destination point, and press the **FIRE** button (Space Bar) again. A bullet will appear to the right of your log entry at the bottom of the screen. Repeat this procedure until you are ready to place your last turn, then press the **FIRE** button (Space Bar) twice. If you are at the fourth turn, you will automatically be finished and do not need to press the FIRE button (Space Bar) twice.
- Replotting a course may be done when the Revise Orders Light (at the top left of the screen) is blinking.
- A record of your course is shown on the bottom half of the screen. The locations for your destination points are given in longitude and latitude. As you reach each destination point, a second bullet will appear next to the log entry.

BR: Bridge



This is the brain of the ship Automatic function of the stations course settings, speed and crew reports are all available here. No other station contains as many controls as the Bridge. The view shows a control panel full of toggle, switches and dials. The dials are all located on the bottom of the screen in the Helm section.

- Push the joystick **FORWARD/UP**, or pull it **BACK/DOWN** to select which row of controls to change. The light at the far right of that row will flash to indicate which row you are on
- Move the joystick **LEFT** or **RIGHT** to move across the screen to the different switches. A control is activated when the blue light next to it flashes.
- Press the **FIRE** button (Space Bar) to turn the switch on or off. The light next to the switch is yellow when it is on and green when it is off.

The top row is for status reports for the Sonar, Radar, and Damage Control Stations. When each switch is toggled, a report will appear on the message line.

The second row from the top is for maneuvering orders from the Helm. Switches may be set for Pursuit (**PUR**), Evasive Action) (**EVA**), Auto (**AUT**), or Manual (**MAN**) Helm control.

**PUR** (Pursuit): The ship automatically follows the closest enemy sub. This releases you to concentrate your attention on sinking that sub.

**EVA** (Evasive Action): To run an erratic course so that enemy ships, submarines, and aircraft have a harder time hitting you.

**AUT** (Automatic): To follow the course defined under the Navigation station. This frees you to patrol other areas and pay attention to your radar and sonar reports.

**MAN** (Manual): When a special maneuver is needed (For example, to bring your torpedo tubes to bear on an enemy ship or drop depth charges.) When this is selected, the present course is suspended until **AUT** is reselected. Manual controls are directed from the Helm.

The next row controls the Crew Status. There are three levels available, General Quarters (**GQ** or "Battle Stations"), Condition 2 (**COND2**), and Condition 3 (**COND3**).

**GQ** (General Quarters): To turn on all weapon systems at one time. All weapons will fire automatically unless you go to a specific weapons station (Surface, Anti-Aircraft Guns, or Depth Charges) which then is under manual control.

**COND2** (Condition 2): To turn on specific weapons so that you may selectively attack or defend using just those weapons. (The weapons may be selected using the last row of switches.)

**COND3** (Condition 3): To turn off all weapons at once. This is a quick and easy way to secure from general quarters. When selected, all weapons are turned off!

**Note:** Remember that if you leave any station at Battle Stations too long, the crew will become tired and not perform as well. If you don't need a particular station; leave it off so the crew can get some rest.

The last row of switches controls individual weapon stations automatically. Note that paired weapons (Surface Guns, Anti-Aircraft Guns, and Torpedoes) are activated or deactivated as a pair.

**M** (Surface Guns): Activate/deactivate both the FORWARD and AFT guns. These are the weapons you use to attack enemy ships or to pound enemy shore guns. **AA** (Anti-Aircraft Guns): Activate/deactivate both the Port and Starboard Anti-Aircraft guns. Only the Anti-AirGraft guns can shoot down aircraft.

**TP** (Torpedoes): Both the Port and Starboard torpedo stations are controlled by this switch. Torpedoes are only effective against enemy ships.

**DC** (Depth Charges): Mounted on the stern, Depth Charges are activated with this switch. Submarines may only be attacked by Depth Charges.

The bottom of the screen has the speed and heading controls and indicators called the Helm. The Helm controls are as described previously.

## OB: Observation Deck



To see the tactical situation visually from any direction, you can use the Observation Deck. The Observation Deck has the same Helm controls as the Bridge, with the addition of another control for the viewing angle. The viewing angle is controlled by the dial located in the center of the screen. This dial allows you to turn and look in any direction of the direction your ship is facing, or to lock in a view in the ship's current heading.

- Push the joystick **FORWARD/UP** to select the window and press your FIRE button (Space Bar). The perimeter around the window will toggle from a light gray to a dark gray.
- When the perimeter is light gray, move the joystick **RIGHT** or **LEFT** to change the viewing angle in any direction. Press the **FIRE** button (Space Bar) to lock in the forward view. The perimeter around the window will turn dark gray until you press the **FIRE** button (Space Bar) again.

## RA: Radar



Radar allows a ship to spot enemy ships and aircraft at much greater distances than a telescope. Some course corrections may be needed depending on what is seen on the radar, therefore the Helm controls are duplicated here.

Radar operates on the principal of bouncing radio beams off of a ship or plane and timing how long it takes the beams to return. This gives the approxilmate distance. The direction the antenna is pointing gives the bearing to the target. The range of the radar is approximately a 13,500 yard radius. Islands are shown as squares, ships blips, and squadrons of airplanes as pluses. The top of the screen is always north. So if a target is seen on the bottom right hand side of the display, it is approximately south-east of you. This might be over your bow, or on your starboard beam.

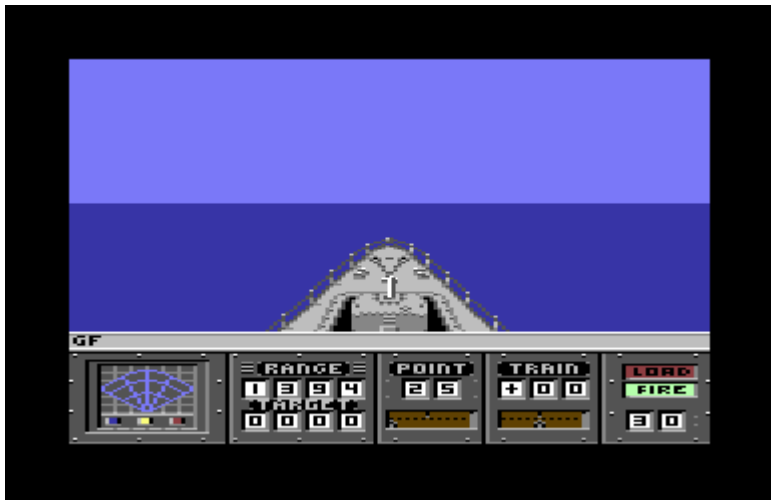
## SO: Sonar



The only way to see a submerged submarine is to use the Sonar. Some course corrections may be needed depending on what is seen on tlhe sonar therefore, the Helm controls are duplicated here. Sonar works on the principal of sending sound waves through the water and timing how long they take to return after bouncing off of an enemy submarine. The direction of the transponder (sonar "antenna") determines the range. This sonar will show the position of enemy submarines (blips) within an approximate radius of 13,500 yards around you, as well as the positions of islands. But beware: sudden, fast-moving blips heading toward you are torpedoes!

## GF: Gun Forward

## GA: Gun Aft



When enemy ships are nearby, the 5" guns may be used to fire on them. The guns are also used to support the marines when they hit the beach. Each time the gun is fired, it will take several seconds to reload it. Repeated hits are required to sink a ship or eliminate a gun emplacement.

These Stations show the ocean, the 5" gun, the bow or stern, and a set of controls and indicators. General fire control follows the following procedures. Keep in mind that it may be more difficult to shoot freehand than with the targeting radar.

- Move the gun up or down (change the Point) by pushing the joystick **FORWARD/UP** or pulling **BACK/DOWN**
- Move the gun left or right (change the Train) by moving the joystick **LEFT** or **RIGHT** (or by using cursor keys). As the gun moves, you will notice the indicators change.
- Press the **FIRE** button (Space Bar) each time you wish to fire the gun.
- Wait to reload, then continue firing on selected targets, making adjustments as needed. Be sure to watch the number of rounds you have left.

You can also select and lock the radar onto a target by using your sweep controls.

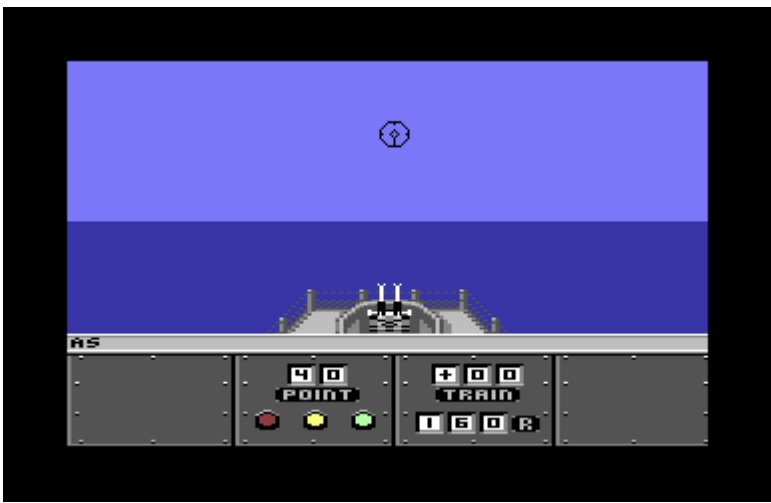
- Type **TR** for Targeting Radar, then press RETURN. This will activate the Radar Sweep Display on the lower left corner of the station, and the blue light below it will flash. (This will be red if the radar is damaged.)
- Move the joystick **LEFT** or **RIGHT** to move the sweep left or right.
- Line up the sweep with one of the blips shown on the radar screen, then press the **FIRE** button (Space Bar).
- The yellow light will flash below the radar, indicating that it is calculating. As soon as the green light flashes, the target has been locked in.
- Line up the top pointers under TRAIN and POINT with those pointers underneath (controlled by radar) by moving the joystick **RIGHT, LEFT, FORWARD/UP** and **BACK/DOWN**.
- When the pointers connect, press the **FIRE** button (Space bar) to shoot.
- Wait to reload, and continue the same process until you've eliminated your target, then select another.

### INDICATORS:

**Train:** The number of degrees that the gun is off the centerline of the ship. Positive ( + ) values are to the right and negative ( - ) values are to the left. **Point:** The number of degrees that the gun is off the horizon. The maximum is 50°, the minimum is 0° and the maximum range is at 45°. **Range:** How far the radar locked target is in yards. **Target:** How far away the shell from the gun will land at the given point value. **Rounds Left:** The two-digit number on the bottom right of the screen which indicates the number of shell left for that gun. **Reload:** Flashes to show that reloading is in process. **Fire:** Flashes green when ready to shoot.

## AP: Anti-Aircraft Gun Port

## AS: Anti-Aircraft Gun Starboard



When attacked by enemy warplanes, use these rapid fire guns to shoot back. But remember, they have no effect against ships, submarines, or islands. The screen shows the port or starboard view of the ocean, along with any attacking aircraft that are close enough to be seen in that direction.

- Push the joystick **FORWARD/UP** or pull **BACK/DOWN** to move the gun up or down (to change the Pointing).
- Move the joystick **RIGHT** or **LEFT** (or use the cursor keys) to move the gun right or left (to change the Train). As the gun moves you will notice the indicators change.
- To target and shoot at a plane, move the joystick so that the cross-hairs are on the plane, then press the **FIRE** button (Space Bar). You may push the **FIRE** button (Space Bar) once for single shots, or hold down for a faster pulse of shells. Watch your temperature light!

## INDICATORS:

**Train:** The number of degrees that the gun is off the centerline of the ship. Positive ( + ) values are to the right, and negative ( - ) values are to the left. **Point:** The number of degrees that the gun is off the horizon. The maximum is 50°, the minimum is 0° and the maximum range is at 45 °. **R:** Indicates rounds per minute. The longer you continue to fire, the slower the rounds per minute. **Temperature Lights:** (Green, Yellow, Red correspond to the R: readout above. A red light indicates that the gun is overheated and not functional. It must be left alone for several seconds so that it may cool. **Scoreboards:** On the right and left bottom parts of the screen is a running total of the number of aircraft destroyed by that gun. A plane appears here for each one destroyed.

## TP: Torpedoes Port

## TS: Torpedoes Starboard



Torpedoes were used to destroy other ships at ranges greater than the guns. They were the only effective way of attacking a cruiser or battleship, as the destroyer's guns could not penetrate the big ships armor plating. Torpedoes are not resupplied - once used, there are no more available for that mission. This station shows the view from the side of the ship (port or starboard), along with the torpedo mount. Below this are the controls and indicators.

- Move the joystick RIGHT or LEFT to move the torpedo mount when the range marker (aiming point) is over a ship.
- Press the FIRE button (Space Bar) to launch a torpedo. If the distance is great you will have to 'lead' the target ship by aiming in front of it.

**Note:** Keep in mind that both you and the target are moving and probably not parallel to each other.

## INDICATORS:

**Tube Number:** Each torpedo (of the five per side) is automatically selected for you. Each time you fire one, the light will turn red. When the next light flashes green, you are ready to launch another torpedo. **Status Lights:** (Red/Green) When the Status light (under the station number) is green, the torpedo is operational. If it is red, then damage has occurred and you must wait until Damage Control has fixed it. **Train:** The number of degrees that the gun is off the centerline of the ship. Positive ( + ) values are to the right, and negative ( - ) values are to the left.

## DC: Depth Charge



Depth Charges are used to destroy enemy submarines. They are basically very similar to airplane bombs but are dropped through the water. Instead of striking the ground they are designed to detonate at a certain depth. By varying the pattern and depth settings of depth charges, you can bracket the enemy sub and hopefully destroy it.

This station shows the view looking over the stern section of the ship. The depth charge launchers are shown in the view. There are two K-guns that shoot depth charges off the side, and two stern racks that roll them off the back. Below the view are the controls, and indicators to select, fuse and fire the depth charges.

- To select one of the four launchers, move the joystick **RIGHT** or **LEFT**. The blue light will flash, indicating which launcher has been selected
- Depth settings are controlled by pushing the joystick **FORWARD/UP** or pulling **BACK/DOWN** to increase or decrease the depth setting.
- To fire a depth charge press the **FIRE** button (Space Bar). The depth charge will be launched into the water and will explode at the depth setting shown for that launcher. While the launcher flashes red, it is not operational.

### INDICATORS:

**Select Launcher:** Flashes blue to show you which of the four launchers is selected. **Depth Charges Remaining:** The two-digit number displays how many depth charges are still available to fire from that launcher. **Status:** (Red/Green) Immediately after a depth charge is launched, the status light will show red since the launcher must reload. When the launcher is ready to fire, the status light will glow green. When a launcher is damaged, both the lights will flash.

## DA: Damage Control



When you have received damage from enemy attacks, the damage control parties will attempt to fix it for you. The four damage control parties can be manually reassigned to any damaged stations from Damage Control.

The station shows each major item on the ship listed both above and below a side view of a Fletcher class destroyer. Below this display are the four damage control teams in order of their repair speed: Alpha, Baker, Charlie and Delta.

-Select a team by pushing the joystick **FORWARD/UP** or pulling it **BACK/DOWN**. The blue light will flash, indicating which team has been selected.

- Select the station to be repaired by moving the joystick **RIGHT** or **LEFT** (or by using the cursor keys). The selected item will turn the chosen repair team's color.
- Press the **FIRE** button (Space Bar) to receive a report on that station from its repair crew. Then assign another team, if needed, or move the present team elsewhere.
- To "turn off" a crew, cycle it through the list with the joystick and exit the screen at the top left or bottom right.

### INDICATORS:



**Team Colors:** Alpha-Red, Baker-Yellow, Charlie-Blue, Delta-Green **Damage:** Indicated when an area flashes **Repairs:** Shown as being underway when the one of the ship's stations or areas is highlighted.

**Note:** The damage control team resupplies ammunition (except torpedoes, which are not replaced) when repairs are complete.

## CAPTAIN'S NOTES

Call them "tin cans," "greyhounds," or "small boys," these small, fast ships were called upon to do an amazing variety of tasks throughout World War II. Ready to fight off hostile dive bombers, trading shots with enemy destroyers, cruisers, and even battleships, or waging a cat-and-mouse war with submarines, these were the destroyers and destroyer escorts of the U.S. Navy. They were scouts, gun platforms, weather reporters, blockaders, troop and supply transports, front-line guards, search and rescue ships, radar pickets, mail deliverers and surface raiders. They could do everything from dropping a small party of scouts on a tiny Pacific atoll to supporting a vast fleet in the invasion of a continent.

When the United States entered World War II in December of 1941, the navy had about 172 destroyers on hand, with 72 of these being World War I vintage ships. By the middle of 1942, the first of the new DD-445 class ships, the Fletcher, was underway. A total of 175 ships of this class were eventually built although two more destroyer types (the Sumner and Gearing classes) were manufactured in the last year of the war, the Fletcher remained the front-line destroyer of World War II.

## Weapons

**Guns:** The Fletcher's main armament was her five 5-inch/38 caliber dual-purpose, semi-automatic guns used for anti-aircraft, shore bombardment and surface firing. They could use a variety of ammunition, including common, armor-piercing, illumination, variable time, and proximity-fused shells. These anti-aircraft shells, held a miniature radio transceiver which would explode the shell when it came near the target. The 5-inch/38 caliber gun could fire on a surface target some nine miles away or at air targets up to five miles high. Although the guns could be sighted and fired from within, they usually were controlled from the gun director station sitting high above the bridge by using a fire-control radar and onboard computers to calculate the target's position.

The secondary battery was composed of the 40 mm rapid-fire, automatic water cooled twin guns. These anti-aircraft guns were capable of firing about 160 rounds per minute to about 2800 yards and could also be controlled by remote.

For close-in defense, there were the 20 mm air-cooled automatic anti-aircraft guns. Manually controlled, they had an effective range of about 3500 yards. It's said that when the crew members deep inside the ship heard the distinctive chatter of these 20 mm guns firing, it served as the warning of an imminent crash by a Kamikaze aircraft.

**Torpedoes:** The Fletchers conventionality carried ten 21" diameter torpedoes in two or quintuple mounts along the centerline. These mounts could rotate 360 degrees to fire off of either side of the ship. The torpedoes were propelled by an air-alcohol-water-gas-turbine system capable of sending the 2215 pound 'fish' with its 780-pound explosive charge some three miles at 45 knots or some seven miles at 25 knots. The U.S. torpedo was plagued by difficulties during the war and could not match the performance of the Japanese-designed "Long Lance" torpedo. These oxygen-driven practically wakeless 24" torpedoes carried a 1,000-pound explosive and ran approximately eleven miles at 50 knots or thirty miles at 36 knots.

**Depth Charges:** The main anti-submarine weapon of the destroyer was the 36-inch long, 18" diameter depth charge, or "ash can". Containing some 300 to 600 pounds of TNT, these deadly devices were activated by variable depth fuses which were basically bellows, operated by water pressure. Later, a teardrop shaped depth charge was developed, which was more accurate due to its streamlined shape. The Fletchers usually carried six depth charge projectors (K-Guns) - three on each side-and two racks to roll charges off the stern.

## Sensing

The first American search radar set off to sea in 1937. Later improvements produced surface and air search radars. Quite often, radar was used to catch an unsuspecting submarine carelessly loitering on the surface.

As early as 1934, the United States was experimenting with echo ranging devices, and by 1939, some 60 destroyers in the U.S. fleet were equipped with sonar. Only highly trained and experienced men were skilled enough to make sense of the "pings" returned from an unidentified object amid the undersea noise.

## Engineering

The most important mechanical system on board was the engineering section. To provide the ship with electricity, heat, ventilation, fresh water, and power, the engineering plant consisted of a myriad of boilers, engines, pumps, motors, and generators. Actual design allowed for two separate systems - each capable of running the ship in the event of damage to the other.

## Crew

The crew consisted of 306 enlisted men and 19 officers, lead by the commanding officer (always called the Captain, regardless of his military rank). He was responsible for the ship as a whole, its safety and operation, and the performance and welfare of the crew. The Executive Officer ("Exec") assisted the Captain, and beneath him were the various departmental officers - including gunnery, construction and repair, navigation, engineering, and supply.



When in a war zone, about one-third of the crew was on duty at all times. Three rotating watch sections had four hours “on” and eight hours “off.”. “General Quarters” (Battle Condition 1) was sounded when enemy contact was made, unidentified planes or ships approached, or at dawn and dusk when bad visibility made operations hazardous. All hands reported to their battle stations immediately. Under Battle conditions 2 and 3 (war cruising), all sensors and lookout stations were manned and half the armament was ready for action.

## Glossary of Ship Terms:

The Stern, Bow, Deck, Hull, Bridge, Centerline are all parts of a ship.

**Stern:** The rear section of the ship. **Bow:** The front section of the ship. **Deck:** A platform extending from one side of a ship to the other. **Hull :** The body of the ship. **Bridge:** The “brain” of the ship from which the Captain normally gives orders. **Centerline:** The centre of the ship, from bow to stern.

Port, Starboard; Aft; and Fore are usually used to describe the relative location of an object in relation to the ship.

**Port:** The left side of the ship if you are looking at the bow . **Starboard:** The right side of the ship if you are looking at the bow. **Aft:** Towards the rear section (stern) of the ship. **Fore:** Towards the front section (bow) of the ship. **Amidships:** Midway between the bow and the stern.

These terms have to do with steering the ship or controlling weapons.

**Heading:** The direction on the compass that the ship is travelling. **Bearing:** The direction on the compass that an object is from your ship. **Point:** The angle (number of degrees) that is up or down from the horizon. **Train:** The angle (number of degrees) of a weapon from its normal position, usually centerline or at a right angle to centerline of the ship.

## GENERAL DATA

*Dimensions* **LENGTH:** Waterline 369’ 3" Overall 376’ 6’’ **BEAM:** 39’ 8" **DRAFT:** Full Load 17’ 9" **DISPLACEMENT:** Standard 2050 tons Full Load 3050 tons

*Liquid Load* **FUEL OIL:** 137,740 gal. **DIESEL OIL:** 6,772 gal. **POTABLE WATER:** 16,939 gal

*Machinery* **BOILERS:** FOUR Babcock & Wilcox double furnaces, express type, water tube (M-type). **STEAM PRESSURE:** 615 psi **STEAM TEMPERATURE:** Saturated - 490°F. Superheated -850°F. **ENGINES:** TWO Westinghouse double-reduction geared turbines. Shaft Horsepower - 60,000 Propellers TWO Speed - 36 knots Cruising radius at 15 knots - 6,000 miles

*Armament* **FIVE 5"/38 caliber dual purpose** Surface Range: 18,200 yards at 45° elevation Air Range: 37,200 feet at 85° elevation

**TEN 40 mm Anti-Aircraft** Surface Range: 11,000 yards at 42° elevation Air Range: 10,000 feet at 90° elevation

**SEVEN 20 mm Anti-Aircraft** Surface Range: 4,800 yards at 35° elevation Air Range: 10,000 feet at 90° elevation

**TEN 21" torpedo tubes in two quintuple banks**

**TWO Depth Charge Tracks**

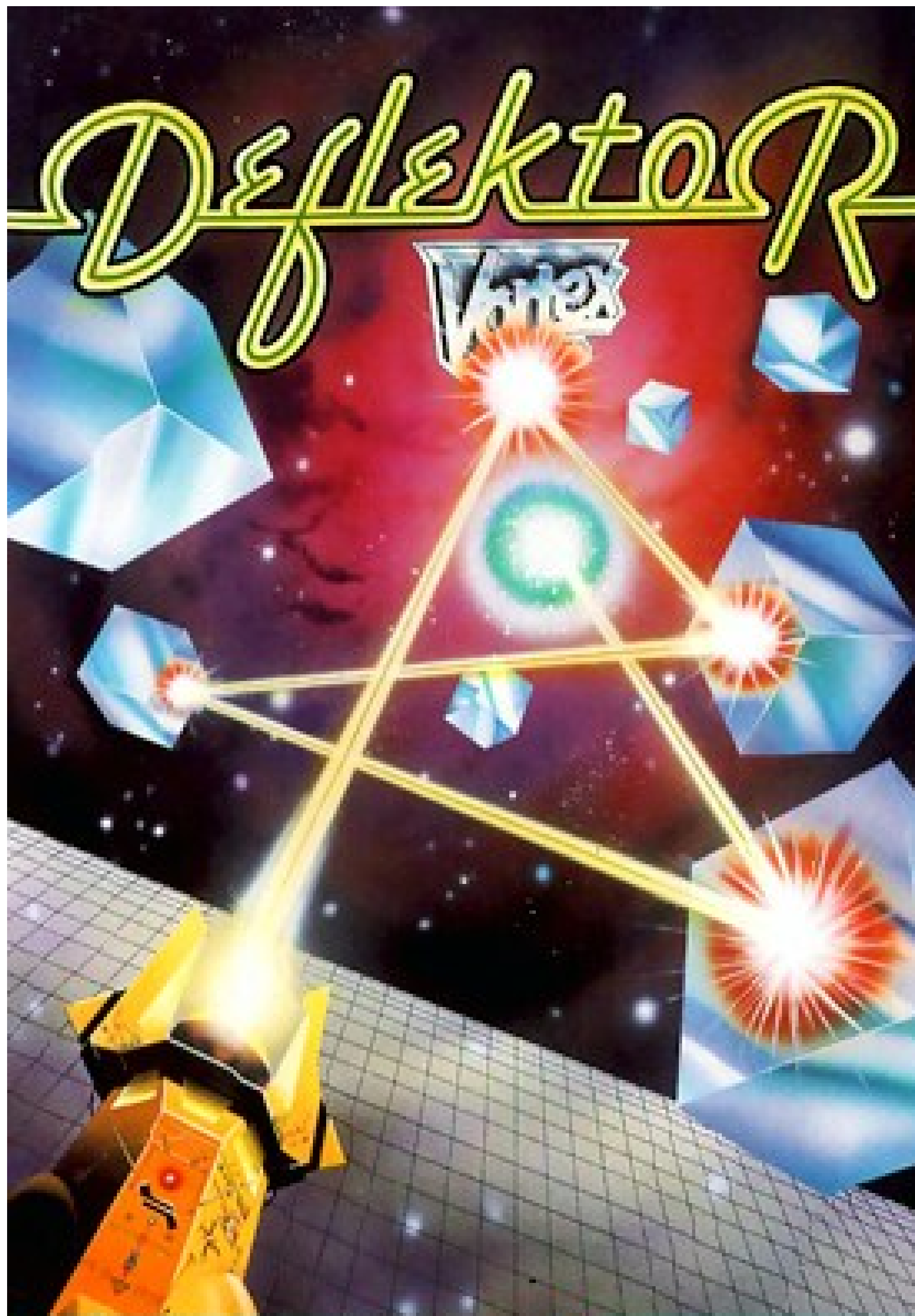
**SIX Depth Charge Projectors (K-Guns)**

## CREDITS

Game design by Michael Kosaka.  
Original Game Programming on C64 by Chuck Sommerville.  
C64 graphics by Michael Kosaka.

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CBM 64/128



CBM 64/128



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↘	Start Game

# Deflektor

Complete each optical circuit. The high intensity beam must be reflected, refracted and polarized around the screen to reach the receiver before the energy drains. Obstacles reflect, absorb or transfer the beam. Your laser destroys cells. Position the cursor, then push FIRE and LEFT/RIGHT to rotate the current mirror. Avoid overloading. Beware the gremlins.

# Scenario



**DEFLEKTOR** is an experience in laser logic. There are no heroes or foes, just an absorbing challenge in pure skill and technology.

The objective of DEFLEKTOR is to complete each optical circuit.

The laser produces a high intensity beam which must reach the receiver before the energy level is fully drained. This is achieved by reflecting, refracting and polarising the beam around the screen - obstacles in the beam's path can reflect , absorb or in the case of fibre optics, transfer the beam. You have the power to control the beam, but the route to the receiver is blocked until you have used your laser to destroy all the cells. However, care must be taken to avoid overloading your laser by either hitting the mines or reflecting your beam back along its own path.

But watch out! You are not alone. Beware of the Gremlins!!



# Playing the Game



## Controlling Your Laser Beam

The laser can be redirected by adjusting the angle of the mirrors. Auto-revolving mirrors will either stop or rotate faster depending on the direction you attempt to rotate them.

Other items cannot be controlled directly, but can be used to affect the beam in some way , either by reflecting it or redirecting it. In the case of fibre optics, a beam hitting a block, will be transferred to a matching block elsewhere on the screen.

## Overload Situations

An overload of your laser can take place by:-

- 1.** Total Reflection: The beam being reflected back along its own path, towards the laser and overheating it.
- 2.** Over Extension: The beam length is too great, causing laser overload.
- 3.** Mine Alert: The laser beam has collided with a mine creating a power surge with rapid overload.



In all these situations, you should redirect the beam immediately and wait for the overload indicator to return to zero.

## Practice Mode

Because of the extreme skill needed to master DEFLEKTOR, you may play three screens with a very slow energy drain and no risk of overload. Scores achieved in practice mode are not, of course, recorded.

## Controls

### Key Function

Q Quit

### Joystick

Position the cursor, then by holding down **FIRE** and moving **LEFT** or **RIGHT**, rotate the mirror. Pressing **FIRE** vapourises gremlins directly below the cursor.

## Credits

PROGRAMMER: Jason Perkins

GRAPHICS: Steve Kerry

DESIGN: Vortex Software



# HYPERNOVA

## THE REVENGE



COMMODORE DISC

HEWSON



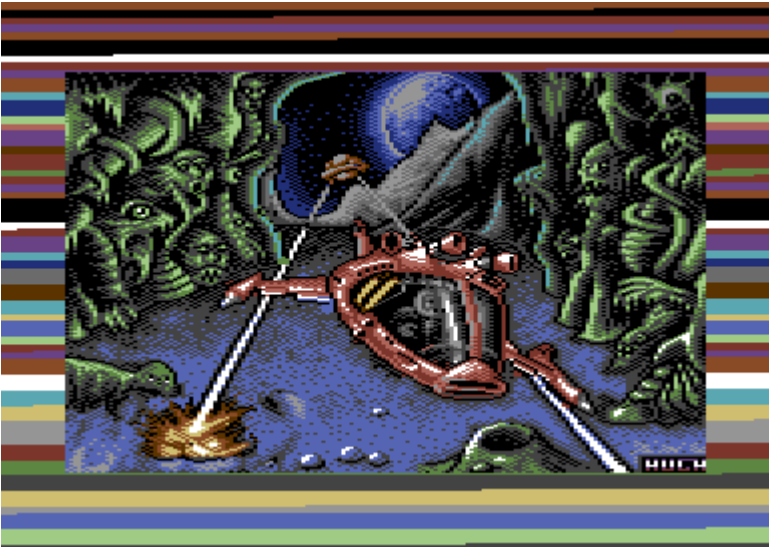
# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Time
↙ ↘	Start Game/Bombs
●○○○	Shield
○●○○	Bouncer/Smarts
○○●○	Music On-Off/Seekers/Tracer

# Cybernoid II: The Revenge

The space pirates are at it again. They have stolen more cargo from the federation and it is your job to retrieve it all. Shoot ships, collect cargo, gain new weaponry and gather yellow canisters (ammunition). Choose the best weapon for the screen you are on while battling against the clock. Reach the end of level depot before time runs out.

## Scenario



*The pirates have returned in a new Battlestar, even more fearsome than the last and have gain plundered the Federation storage depots.*

*As you did such a good job last time you’ve been commissioned once again to retrieve the stolen cargo. You’ve been given an all new ship and a bigger arsenal of weaponry but the task will be just as perilous.*

## Controls

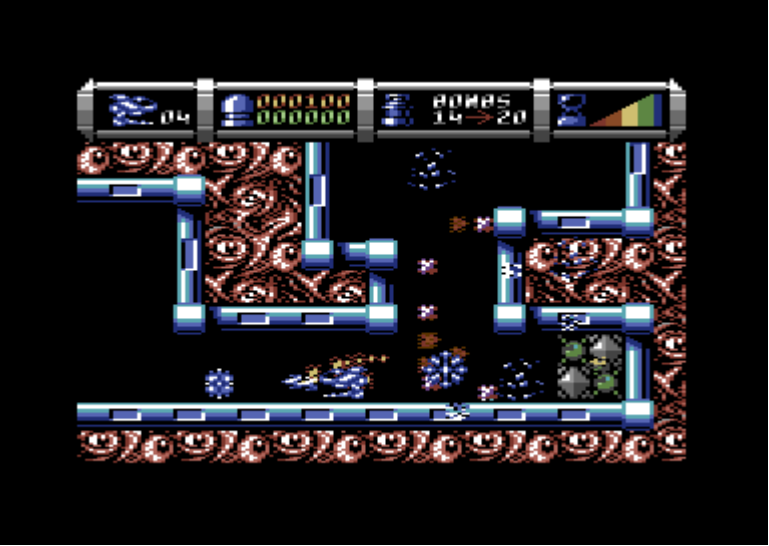
Use the joystick.

**THEC64 Joystick is configured for the first five weapons. Weapons #6 and #7 have to be switched to using a keyboard or the virtual keyboard (accessed via the *MENU* button).**



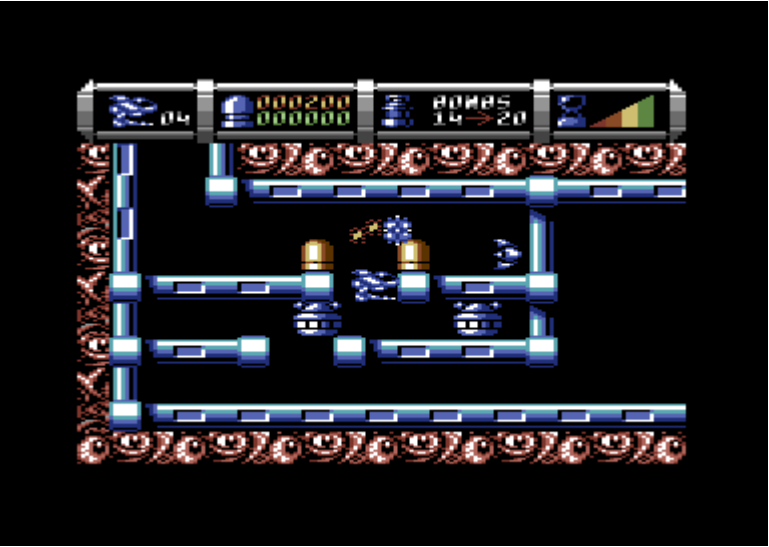


# Playing the Game



When a pirate craft has been destroyed it will drop its cargo of stolen objects. Manoeuvre your ship over the object to retrieve it. Certain objects will alter the appearance of your ship; these objects offer external weaponry that can be utilised on difficult screens. Occasionally, when a pirate craft is destroyed it will drop a yellow canister. This canister, when retrieved, will increase the amount of the currently selected weapon by one.

## Display Panel



From left-to-right the display panel selections are as follows:

**1.** Displays the number of ships left. **2.** The top number shows your current score. The bottom number shows the value of cargo you have retrieved on the current level. **3.** Displays the current weapon mode in text. Number on the left shows the amount of the current weapon that you have. Number on the right is the maximum storage capacity for the current weapon. **4.** The coloured graph gives an indication of how much time you have to reach the end of level depot. When the graph has totally disappeared your time limit has expired.

## Weapon Modes

Keys 1, 2, 3, 4, 5, 6 or 7 select your ship's weapon modes:

Key	Weapon	Description
1	BOMBS	Destroy large defence emplacements
2	TIME BOMBS	These, when left at strategic points, explode a seconds after release
3	DEFENCE SHIELD	Temporarily renders your ship invincible.
4	BOUNCE BOMBS	Bounce around the screen destroying any emplacements they touch
5	SEEKER	Tracks down its quarry
6	SMART	Destroy all emplacements on the screen
7	TRACER	Follows the edge of the screen destroying all emplacements in its path

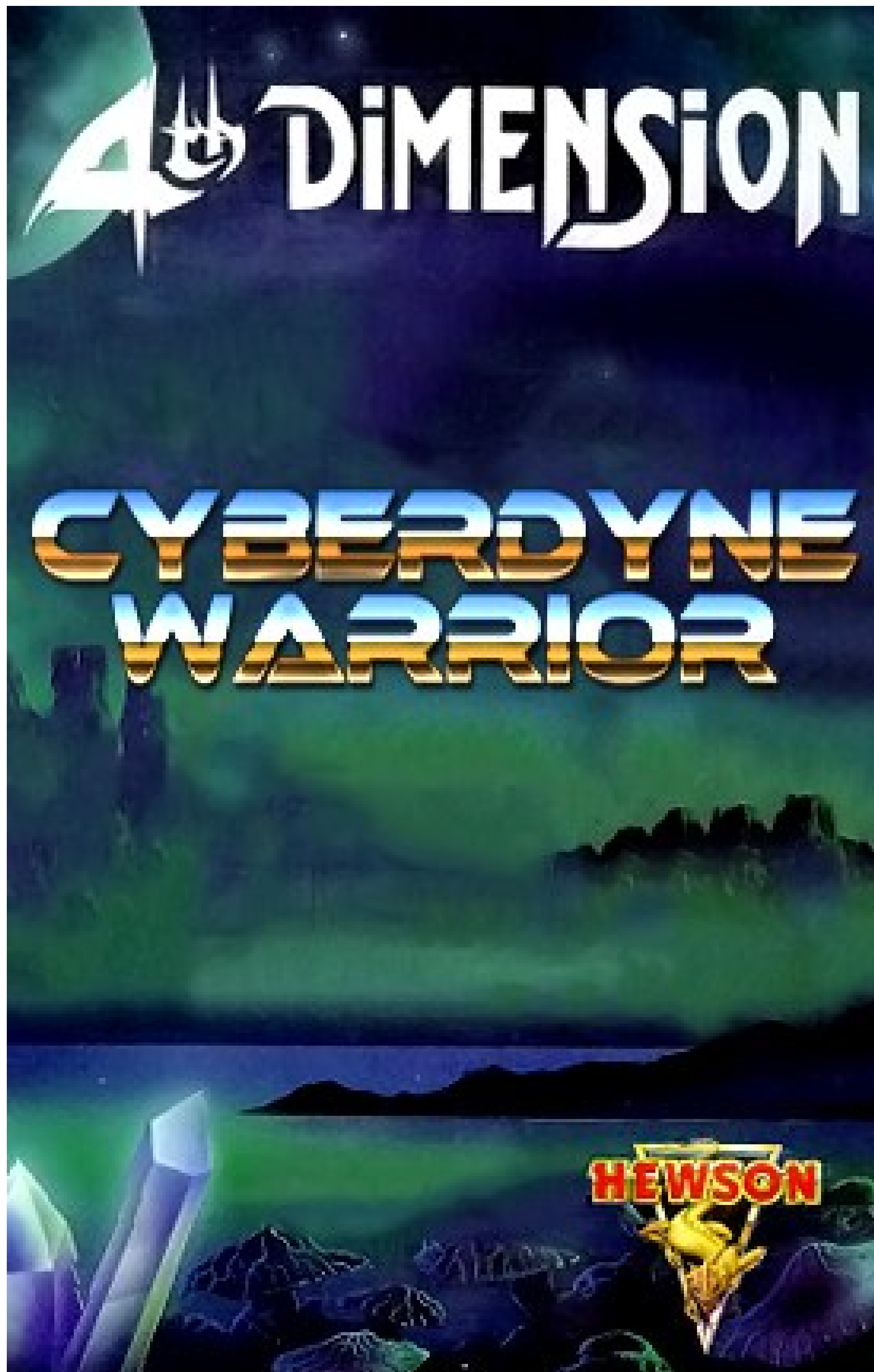
Hold **FIRE** button down to activate the selected weapon.

**Note:** On THEC64 Joystick, press **B** once for BOUNCE BOMBS then again for SMART. Press **C** once for SEEKER then again for TRACER.

## Credits

PROGRAMMER: Nick Jones
MUSICIAN: Jeroen Tel
GRAPHICS: Hugh Binns
DESIGN: Raffaele Cecco





4th DIMENSION

CYBERDYNE  
WARRIOR

HEWSON



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↖	Fire

# Cyberdyne Warrior

You are the last cyberdyne warrior. Locate droids on each of three planets and return them to the satellite. Destroy inhabitants with your machine gun to reach the droids. Purchase energy by collecting coins and transporting to the satellite with a droid. Delay the droids activated self-destruct mechanisms to get you more time.

## Scenario

*The game is based around 3 planets, each with an orbiting Prison Satellite. For each satellite captive droids escape and, using on board transporters, beam down to the planets below. As the transporters were built for humans only, the droids self destruct mechanisms are accidentally activated. Unless the droids are recovered within the time limit, the planet will be destroyed and you with it.*

## Playing the Game

You are the last CYBERDYNE WARRIOR and it is up to you to locate the droids and return them to the satellite. There are numerous inhabitants who may have to be destroyed in order to reach the droids. You have at your disposal a machine gun which can have its speed and calibre modified, with extra ammunition also available. It is possible to delay the time before the droids self-destruct and you may also purchase energy which may have been lost coming into contact with planet inhabitants.

In order to purchase items you must collect money from the planet and transport to the satellite, with at least one droid. From there you are presented with a menu of items which you may buy. You then return to the planet to continue your mission until all the droids are recovered.

### Strobe Mode

Before pressing **FIRE** to start, you can activate 'strobe' mode by pressing Space. A strobing bar appears behind 'PRESS FIRE TO START' to confirm. Strobe causes the screen to pulse when the player fires, or kills an alien. It is *off* by default.

### Entering the Game

Pressing **FIRE** will start the Attract Sequence, and pressing **FIRE** after the Warrior's visor has lowered will enter the game. (If **FIRE** is not pressed from the Attract Sequence, it will carry on and when finished enter the game automatically).

## In-Game Controls

Key	Effect
RUN/STOP	Enables pause. Move the joystick or press FIRE to continue
Q	Quits the current game

Listed below is a table showing how to control the warrior:

Warrior MovementJoystick Movement

Run left	LEFT
Run right	RIGHT
Jump	UP
Duck	DOWN
Fire	FIRE

## Display



Status Description

- SCORE This constantly displays the players score (six figures)
- STAGE Each of the three planets is one stage and its displayed here
- ENERGYThe bar reduces as your energy depletes from collisions and fatigue
- MM Indicates the current calibre of your weapon (see below)
- TIME This constantly decreases, showing the time left to detonation
- AUTO The automatic grade of your weapon (1 = slowest shot speed, 7 the fastest)
- AMMO Bottom-left shows the number of magazines and bullets within remaining
- MONEY The amount of money collected so far
- LEDs These squares show the number of droids required to complete the current stage

## Calibre

As the calibre MM value increases, so does the strength of your gun (i.e. aliens will be defeated quicker). The sizes may be one of the following values:

Size Description

- 4MMSmallest size, weakest impact
- 6MMMedium impact
- 8MMLargest and most powerful impact

## Shop

There is a shop present on board the satellite which will enable you to modify your status. Upon entering the shop they will be presented with the following menu:

Item	Cost
ENERGY	50
AMMUNITION	100
TIME	150
AUTO	200
CALIBRE	300

Pushing **UP/DOWN** on the joystick will move the menu bar up/down, and pressing **FIRE** will purchase the item. Purchasing will only be permitted if you have enough money and the current item is not already at its maximum grade.

Purchasing Energy will increase your energy level by 10% of its maximum amount.

Extra magazines may be bought by selecting the Ammunition option, adding 5 magazines per purchase.

The current time to detonation may be delayed to a maximum of 999 seconds by buying Time.

The speed that your weapon fires when the fire button is pressed may be adjusted by selecting the Automatic option, increasing the current grade by 1 (maximum being 7). The higher the grade, the faster the gun will fire.

Calibre will modify the power of the player’s weapon. in effect, enabling you to destroy planet inhabitants with fewer shots.

You will be returned back to the planet (and the game) if the *Quit* option is selected, or if the shop timer reaches 00.

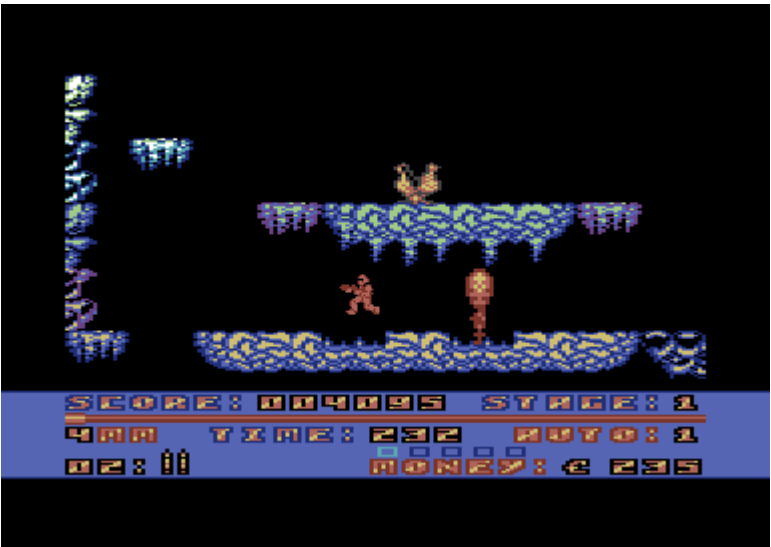
## Droids

- Upon collecting a droid, your score increases by 125 points.
- When entering the shop you will receive a cash bonus per droid. However, this only applies to the first three droids recovered, e.g. if you entered the shop with 6 droids, the first 3 would result in a bonus; the remainder would not. The bonuses are 300 for the first droid, 200 for the second and finally 100 for the third,
- Droid indicators: When you have picked up a droid, it is classed as collected not recovered. In order to recover it, it must be deposited in the orbiting satellite (which contains the shop). Droid collection is represented by highlighting the current droid L.E.D within the Status strip and shows recovery by fitting it in.

## Special Features



- **Multi coins:** These act in much the same way as standard coins in that when they are collected, you receive a cash bonus. Unlike standard coins these constantly animate through the 4 coin value (5, 10, 50, 100). You must therefore time the collection of this coin carefully, to receive the greatest bonus possible.
- **Hidden coins:** Throughout each planet there are several hidden coins. These are invisible to the warrior but may still be collected. However, if you shoot one of these, it will flash enabling you to see it.
- **Blindness:** If you come in contact with a skull, you will be blinded, i.e. all platforms will disappear (you may still be able 'to see aliens). If you shoot, the platforms are illuminated by the flare of your gun, helping you to see where you are going. You may regain your sight by either collecting a droid or returning to the satellite.



## Credits

PROGRAMMER: John Rowlands  
MUSICIAN: Steve Rowlands  
THANKS: Rob Ellis, Andy Smith

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# COSMIC CAUSEWAY

TRAILBLAZER II



CBM 64/128

GRETTING

CBM 64/128





# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
○ ●	Fire
● ○	Fire
↗ ↘	Fire
↙ ↖	Fire

# Cosmic Causeway

Thunder along 24 perilous new courses in six sections. Negotiate obstacles and aliens and collect credits (white disks). At the end of each section is a dragon you must defeat. Time remaining at the end of a level is carried forward to the next. Remaining time is converted into bonus points. Shoot aliens by pushing FORWARD.

## Scenario

### Introduction

When we brought you TRAILBLAZER, we pushed your reflexes to the limit.



That was your training... Now here is the REAL challenge. Retaining all the breathtaking speed and exhilaration of Trailblazer, COSMIC CAUSEWAY packs in more exciting new features than you could ever wish for.

Thunder along 24 perilous new courses, negotiating the obstacles and aliens along the way, collecting credits to improve your chances.

## Playing the Game

Cosmic Causeway comprises of 24 levels in six sections. At the end of each section, you will encounter a dragon which you must repeatedly shoot to destroy, while avoiding the fireballs it spits. Any time remaining at the end of each level will be carried forward to each section, your remaining time will be converted into bonus points.



Colliding with the shimmering white disks will award you between one and three credits, which you can then spend on ICON features.

These are:-

ICON	Effect	Cost (Credits)
SCORE X 3	Multiples your present score by three	2
ROLL ON CEILING	Where there is one!	3
CYAN DEACTIVATE	Makes cyan squares behave like brown ones	3
PURPLE DEACTIVATE	Allows you to roll over purple squares	4
TURBO	Great speed. If speed is enough you can smash through walls	5
SHIELD	Collision with aliens won't throw you off course, but will destroy them and gain you points	6
ROLL-OVER HOLES	Lets you do just that!	7
TIME RETARDER	Slows the timer to half speed	7

These icon’s features last for one level only. Select the icon you want at the start of the level by pressing **FIRE** when your desired icon light up.

Aliens can be shot by pushing the joystick **FORWARD** (UP). However, obstacles such as trees, boulders, etc., cannot be shot and must be avoided. Points are gained for colliding with targets but not for shooting them. As you travel down COSMIC CAUSEWAY you will encounter walls with one of the three types of doorway through which you must pass. Some doors open and close all the time, some open only as you approach and some will begin to close as you approach.

Types of Square

Colour Effect

- BROWN Safe square
- GREY Marks the end of a level. This is where you can select your icons. The timer will not start until you leave this area.
- BLUE Bounce you in the air
- GREEN Speeds you up
- RED Slows you down
- PURPLE Bounces you backwards down the course
- CYAN Reverse left/right controls. On higher levels some red squares behave like cyan ones
- BLACK Into the abyss - avoid these!

Scoring

Type	Score
SQUARE	1 point each
DRAGONS	1000 to 5000 points
ALIENS	50 to 200 points
TARGETS	200 to 500 points
END OF LEVEL BONUS	depending on time
END OF SECTION BONUS	depending on time
END OF GAME BONUS	WOW!!!



## Controls

Use a joystick SHIFT LOCK turns the music on/off

## Credits

PROGRAMMER: Shaun Southern  
GRAPHICS: Andrew Morris

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RENTAL ARE

# CONTRASTION

ALTERNATIVE























BY INCENTIVE

CBM64/128

199 RANGE



# Controls

Joystick	Action
UP	Up
DOWN	Down
LEFT	Left
RIGHT	Right
 	Fire
 	Fire
 	Speed Up Spark
 	Fire
   	Instructions
   	One/Two Player mode
   	Music on/off

# Confuzion

Explode every confuzion bomb in an industrial plant across 64 factory levels, with eight sections on eight floors. You have access to the first level of each of the first six sections. Guide the burning fuze to each bomb by sliding the pallets used to move the bomb components. Some sections have factory sprinklers to extinguish the fuze.

## Scenario

*The fuzion of mind and machine.*

*A huge 64-story automated industrial plant used for production & storage of deadly Confuzion Bombs versus a highly intelligent and quick thinking mind (yours!)*

### Background

*You are in a huge 64-story automated industrial plant that is used for the production and storage of deadly Confuzion Bombs. This place is considered to be one of the greatest threats to mankind. Having gained access to the computer control room - your mission now is to explode every bomb on all of the factory's 64 levels.*

### Factory information

*64 levels (8 sections with 8 floors)*

#### Section Level

- |   |       |
|---|-------|
| 1 | 1-8   |
| 2 | 9-16  |
| 3 | 17-24 |
| 4 | 25-32 |
| 5 | 33-40 |
| 6 | 41-48 |
| 7 | 49-56 |
| 8 | 57-64 |

You have authorized access to the first level of each of the first six sections (1, 9, 17, 25, 33 & 41). The assembly lines consist of sliding pallets which were used for the movement of the components. The pallets are left covered in sections of fuse wire.

**Objective**

To destroy the complete complex by eliminating the entire explosive stockpile.

## Playing the Game



Confuzion can be controlled by the keyboard or joystick. Upon loading the keyboard controls are set as:

**Action Key**

- Left ,
  - Right .
  - Up a
  - Down z
  - Abort <- (Back key)
  - Speed Space
- From the title screen:

Key	Function
R	Redefine the keys
I	Instructions
P	Player Mode 1 or 2
M	Music on or off
D	Demonstration
Space/FIRE	Select the starting level.

Select level screen:

Action	Key
UP	Step up level
Down	Step down level
LEFT or RIGHT	Select Skill
Level Skip	
Space/FIRE	Start Game

**Skill Stepping**

This feature allows you to continue from the last level completed in your previous game provided you answer Yes to the new game prompt.

Action	Description
UP/DOWN	Yes
LEFT/RIGHT	No

**During Play**



Move pallets into the adjacent space using up, down, left, and right controls. Lay a fuse and blow up the bombs.

**Key                      Function**

Space/FIRE    To speed up spark  
<- (Back key) Abort Game (press key twice!)

All bombs should be destroyed before the timer fuse burns out - watch this at the top of the screen. Look out for warning signs when the timer is low. Running into dead ends, solid blocks or off the edge of a pallet will reduce the life of the spark.

**Information**

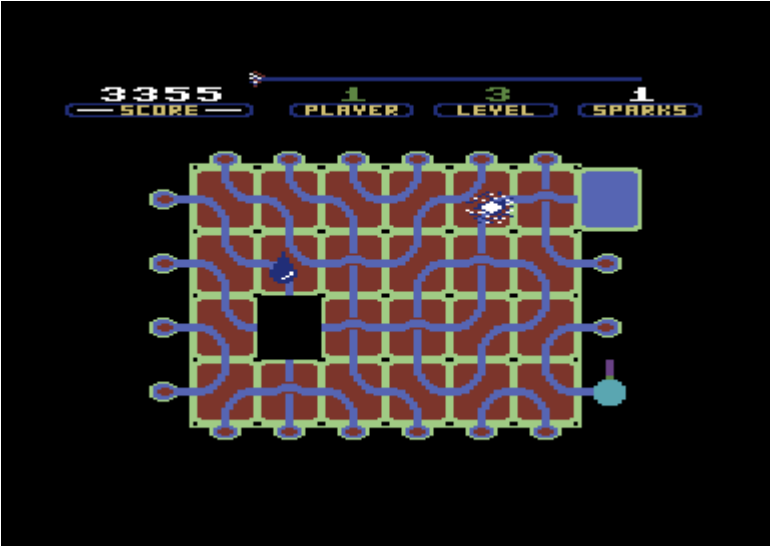
Option	Description
DEMONSTRATION	Watch the demonstration for some useful playing tactics
PRACTICE	Level 1 is ideal for becoming familiar with the controls
SPARKS	You begin with 5 sparks and will be awarded a Bonus spark after every 4th level
BONUS LEVELS	You have no information on Bonus levels other than they occur every 8th level ?!?
SPRINKLER SYSTEM	In certain areas the factory sprinkler system releases water droplets which will extinguish the spark if they collide with it

**2 Player Consideration Option**

Whilst competing with opponents you can amass 6 bonus spark in the time it takes to loose all yours, Confuzion allows you to restart your game without having to wait for the other player to finish.

**Planning Ahead**

While a bomb is exploding advanced players can program a route into a buffer which will be executed at high speed on completion of the explosion.



# Credits

PROGRAMMER: Paul Shirley
MUSICIAN: Rob Hubbard

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THE MASTERS COLLECTION

~~~~~ *EPYX* ~~~~~

# CHIP'S CHALLENGE™

144 Levels of Puzzle-Solving Fun



Commodore® 64/128

Box

12345

# Controls

| Joystick | Action                |
|----------|-----------------------|
| UP       | Up                    |
| DOWN     | Down                  |
| LEFT     | Left                  |
| RIGHT    | Right                 |
| ○ ●      | Fire                  |
| ● ○      | Fire                  |
| ↗ ↘      | Restart Current Level |
| ↖ ↙      | Fire                  |
| ●○○○     | Music on              |
| ○●○○     | Music off             |

# Chip's Challenge

Work your way through 144 levels of challenging maze-like paths and puzzles. Ram blocks of soil together to make bridges over water or use them to protect you against cherry bombs. Deadly bugs are out to get you. Invisible partitions block you. Colored keys open doors. Collect all chips on a level before progressing to the next.

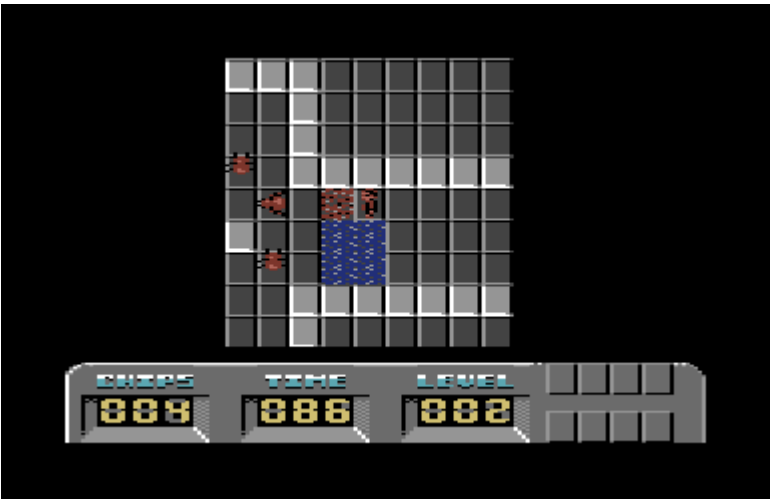
## Scenario

### GO BIT BUSTER!

*Chip would do anything for Melinda the Mental Marvel. More than anything because he wanted to join Melinda's exclusive computer club - the Bit Busters. So you can imagine how Chip felt when Melinda sat down next to him in the school cafeteria and offered him membership . ... on one condition.*

*Take control of Chip as he does some heavy interfacing with a few interesting puzzles. Melinda will monitor your progress as you enter and work your way through 144 levels of challenging maze-like paths and puzzles. Once you accept the challenge, there is no escape. Monsters, traps, and the ticking of the clock all conspire to delete you before a level is completed.*

*You must ram blocks of soil together to create bridges over water traps, or use them as buffers against cherry bombs. Invisible partitions will impede your progress. Coloured keys will open doors that lead to other keys that will open still more doors! To make it through, you must keep puzzle sequences stored in your memory.*



*Most levels have a specific number of chips that you must collect before you can progress to the next level. Sometimes you must snatch those chips from under the very noses of deadly bugs who are just aching to take a byte out of you!*

Well Chip. Are you still up for the challenge? You can't get that Bit Busters T-shirt out of your system, can you? OK buddy, make tracks for level one of Chip's Challenge!

---

## Playing the Game



The object of the game is to enter and explore each level, solve the puzzle (usually involving the collection of a number of microchips) and progress to the next, slightly more difficult, level.

As you wander through each maze. there will be items to collect and objects to use. For example, keys to open doors and teleport squares to move you from place to place.

Each level contains challenges such as obstacles. traps, and monsters. with the additional challenge on some levels of a race against the clock.

You are allowed several attempts to complete each level, afterwhich you are given the option to continue to the next level.

The first eight levels introduce you to most puzzle components and they give you a chance to gain experience of the game's basic concepts. A question mark appears next to Chip at the beginning of each level. Move Chip over the question mark to receive information about the level. For more detailed information about the obstacles and special items you can find, see HELPFUL ITEMS.

Useful items such as keys and shields must be picked up and added to Chip's inventory. To pick up items, move Chip over them. The item will disappear from the action window and an icon representing it will appear in the inventory section of the information window.

Most levels have a specific number of microchips that must be collected as part of the puzzle's solution before you can pass through the microchip socket and progress to the next level. When you first enter each level. the number of microchips to be collected appears under CHIPS LEFT heading in the information window. On these levels you must solve parts of the puzzle to gain access to the microchips.

On some levels the CHIPS LEFT indicator is set to zero when you enter the level. This means that you do not have to collect any chips to solve the puzzle.

Upon completion of a level, a congratulatory message appears on the screen. Press the Continue key to move to the next level.

---

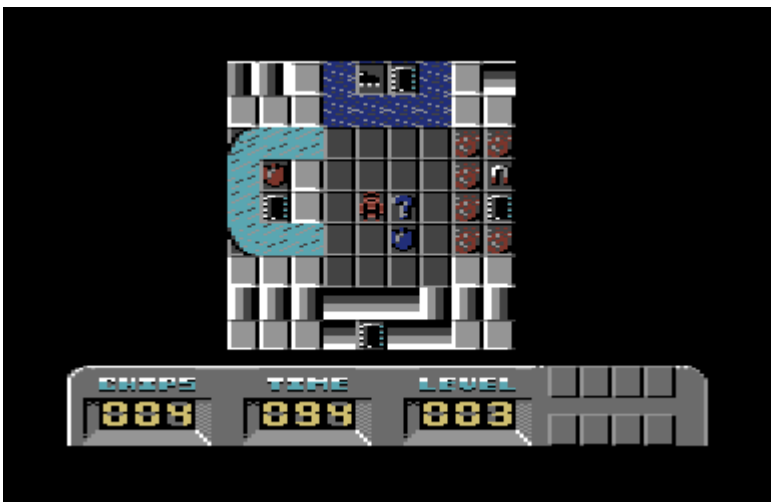
## Controls

| Function       | Control  |
|----------------|----------|
| Move UP        | Joystick |
| Move DOWN      | Joystick |
| Move LEFT      | Joystick |
| Move RIGHT     | Joystick |
| Restart level  | R        |
| Exit Game      | X        |
| Music On/Off   | F1/F3    |
| Effects On/Off | F2       |
| Pause Game     | Run/Stop |
| Continue       | FIRE     |

---

## Screen

The Chip's Challenge game screen is divided into two windows. the Action window and the Information window. All game action is displayed in the Action window.



To the right of the Action window is the Information window, in which the following information is displayed:

- **LEVEL** shows the number of the level you are currently playing.
- **TIME** gives the number of seconds remaining for you to solve the puzzle.
- **CHIPS LEFT** shows the number of microchips left to be found

The Inventory Box displays icons of all the items you have picked up and have not yet used.

## Items and Obstacles

Items cannot be taken from one level to another. The following items and obstacles can be found on various levels:

### Helpful Items

**KEYS** open doors. Pick them up to add them to your inventory. To use a key, walk up to a door of the same colour as the key. Most keys will disappear from your inventory.

**DOORS** are opened by keys of the same colour. Once the coloured door is opened it stays open.

**MICROCHIPS** enable you to pass each level's microchip socket. Most levels have a required number of microchips you must collect before you can pass through the microchip socket to the Exit Square.

**EXIT SQUARES** are flashing squares found on every level. Step on an exit square to proceed to the next level. Exit squares are usually blocked by microchip sockets.

**DIRT BLOCKS** can be linked together to form bridges over water, pushed against a bomb to explode it harmlessly, or used as blocks against monsters, deadly lightning balls, and other moving obstacles.

You can only move one brown dirt block at a time. If you place a dirt block to make a bridge over water, you must stamp down the dirt to turn it into a regular floor square. To do this, step on the block after pushing it into the water.

**Note:** You may find things hidden under some dirt blocks. Sometimes the things you find are valuable, like microchips. However you may find that a block is covering something unpleasant, such as a fire trap.

**TRIP BUTTONS** are linked to toggle blocks, clone machines, and other obstacles. A trip button's colour matches the colour of the linked trap or obstacle. Stepping onto a trip button square triggers the linked item. For example, moving over a green trip button square will open (or close) all linked green toggle blocks or moving over a red trip button square will cause a red linked clone machine to begin releasing fireballs!

**MAGNETS** neutralize the effect of force floor traps. With a magnet in the inventory, you can walk over a force floor normally.

**FIRE SHIELDS** neutralize fire. With a fire shield in the inventory, you can walk through fire.

**WATER SHIELDS** allow you to walk on water.

**CLEATS** allow you to travel over ice traps without slipping.

**Note:** Magnets, fire shields, water shields and cleats stay in inventory. They do not disappear after they are used.

### Traps, Monsters and Obstacles

**TRAPS** must be disarmed before you can pass through them. There are various sorts of traps. For example, some hold you prisoner until your time runs out, while others destroy you as soon as you step on them. You can disarm traps with strategic placement of dirt blocks.

**FORCE FLOOR TRAPS** propel you with lightning speed from one area to another without allowing you to stop. Sometimes you can use this force to propel you to a desired location, however most of the time you will need to collect a magnet to neutralize the effect.

**FIRE TRAPS** are impassable bonfires laid out to block your progress. Use a fire shield to walk through fire traps.

**WATER TRAPS** can be crossed in two ways. Either build a bridge of dirt blocks or have a water shield in your inventory.

**ICE TRAPS** are slippery obstacles that make you slide right past your goal. Cleats are required to be able to walk over ice traps.

**MONSTERS** want to destroy you and will show no mercy. One touch from a monster and you’ll cash in your chips.

**TANKS** block the way through crucial paths in some levels. Tanks are always linked to trip buttons, so the way around them is to activate the correct trip button so they move out of your way.

**THIEVES.** Touching a thief wipes your inventory of all items. Make sure you use the tools you need to collect microchips before trying to pass a thief.

**TELEPORT SQUARES** move you to another location in the level. Some squares teleport you in the direction you were facing when you step on them. Others teleport you in random directions. Beware! If you step on the only teleport square that is accessible, you will be trapped.

**TOGGLE BLOCKS** are outlined with broken coloured lines. These blocks can be solid or transparent. When the toggle block is solid, you cannot pass through. These blocks are linked to trip buttons. When you activate a trip button, the toggle blocks linked to it will switch to the other state (solid or transparent).

**MICROCHIP SOCKETS** are special obstacles found on most levels. You must pass through a microchip socket to reach the Exit Square, but only after you have collected the required number of microchips for that level.

**CLONE MACHINES** discharge fireballs, dirt blocks. and other items. Most clone machines are linked to trip buttons. If you wish to start/stop a clone machine, activate the linked trip button.

**BLUE BLOCKS** can be real walls or just an illusion. To figure out which a particular block is. try to pass through. If it is an illusion, it will disappear.

## Strategy

- Take notes and draw maps of difficult levels
- Leave yourself an escape route whenever possible
- Timing is crucial on some levels. Use PAUSE to give time to think
- If the obvious solution doesn’t work, try a bizarre solution The bizarre will usually put you through!
- Monsters often move in predictable patterns
- Many objects affect monsters the same way they affect you
- If you get stuck in an impossible situation. use the Restart level key to resume the level.

## Scoring

You can earn points in two different ways playing Chip’s Challenge.On each level, a time bonus and level bonus points combine to give you your level score. During each play session, your level scores are added together to give your total score. The number of level bonus points you earn depend on how many times you have to repeat the level before successfully completing it. If you complete the level on the first try. you receive 500 points multiplied by the level number. Each time you die or have to restart, the number of points you receive decreases by 20%. The minimum level bonus is 500 points or 20% of the level number x 500, whichever is greater.

You will receive 10 time bonus points for every second remaining on the timer when you complete a level. On levels that are not timed, the time bonus is always zero.

## Credits

|                                                                            |
|----------------------------------------------------------------------------|
| PROGRAMMER: Tom Pinnock                                                    |
| MUSICIAN: Neil Crossley, JVM Design                                        |
| GRAPHICS: Steve Bedser, Chris Edwards                                      |
| DESIGN: Chuck Summerville                                                  |
| SPECIAL THANKS: Theresa McCutcheon, Karl Jeffery, Jason Lithou, Bob Armour |

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EPYX

# CALIFORNIA

GAMES









Commodore  
64<sup>®</sup>/128<sup>™</sup>

DISK

100070



# Controls

| Joystick                                                                                                                                                                | Action         |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| UP                                                                                                                                                                      | Up             |
| DOWN                                                                                                                                                                    | Down           |
| LEFT                                                                                                                                                                    | Left           |
| RIGHT                                                                                                                                                                   | Right          |
|       | Fire           |
|       | Fire           |
|       | Confirm Choice |
|   | Fire           |

# California Games

Welcome to California. Hit the beaches, parks and streets, and go for trophies in half-pipe skateboarding, footbag, roller skating, surfing, BMX bike racing and flying disk throwing. Read the full online instructions on how to compete in the most totally awesome games in the world.

## Scenario

*“Hey, thrasher.’ Dontcha ever wear knee pads?” “Didja see that? He caught some air on the half pipe! Radical!”*

*Welcome to California. Home of the most radical sports in the world. Rad, bad and aggro. You’re about to hit the beaches, parks and streets of the Golden State to go for trophies in every thing from surfing to hike racing.*

*CALIFORNIA GAMES gives you the hottest sports. And the most aggro competition . You even get to pick your own sponsor. So pull on those knee pads. You’re about to get into the most fun you’ve had since Mom hid your skateboard. CALIFORNIA GAMES is going to take you from the surf to the turf. From the pipe to the parks. Are you gonna love it, or what?*

*We’ll start you off in the heart of Hollywood, with skateboards in hot competition on the radical Half Pipe. Then we’ll rocket up to San Francisco for the high-fying Foot Bag and some really wild footwork. After that, it’s down to the beach for two of the coolest sports we’ve got in California. There’s an awesome Roller Skating obstacle course, followed by the king of coastal competition. Surfing. You’ll be shooting the tube and carving the biggest breakers around.*

*Over at the dirt track, you’ll pump the pedals of a BMX racing bike. And your moves had better be bad. For the grand finale, you’ll go to Yosemite where you’ll be flinging the fantastic Flying Disk. That’s six massive events. You’re gonna have your hands full. Not to mention your feet.*

*You’re about to get into the wildest games of them all ... CALIFORNIA GAMES. It’s only, like, the most totally awesome game in the world.*

## Objectives

CALIFORNIA GAMES is a challenge of skills for one to eight players. The object of the games is to win trophies in each individual event. Players can also compete for the top trophy in overall competition.

CALIFORNIA GAMES includes six exciting events: Half Pipe Skateboard, Foot Bag, Surfing, Skating, BMX Bike Racing and Flying Disk. You can practice or compete in any single event, compete in all the events, or even set up your own competition using events that you choose yourself.

Each player chooses a sponsor for the competition. You are judged on each event and a record is kept of your score. Trophies are awarded to the top scoring competitors.



If you break an event record, CALIFORNIA GAMES will save your name and display it on a special high score screen. Improve your skills in each event, compete with your family and friends and become a California Champion.

---

# Starting Play

When the CALIFORNIA GAMES title screen appears, press the **FIRE** button on your joystick to continue to the menu screen. The CALIFORNIA GAMES menu offers a choice of six options. To make a selection, use your joystick to move the cursor to your choice, then press the **FIRE** button. You may also select an option by typing the corresponding numbered key.

## OPTION 1: Compete in All the Events

Compete in all six events. The number of trophies awarded to each player is tallied as you compete, and a special trophy is awarded to the overall champion at the conclusion of the last event. You'll compete in the events in this order: HalfPipe Skateboard, Foot Bag, Surfing, Skating, BMX Bike Racing and Flying Disk.

**Note:** You can press THEC64 Joystick **TR** button instead of RETURN in the following instructions.

- You'll first be asked to enter your name and pick a sponsor.
- Type your name on the keyboard and press the RETURN key .
- Use the joystick to move the cursor to the sponsor of your choice, then press the FIRE BUTTON to pick that sponsor.
- Repeat the name and sponsor selection for each additional player (up to eight). When all players' names and sponsors have been entered, press the RETURN key again.
- A verification screen will appear. If all the names arc correct, select YES with the joystick and press the **FIRE** button, or type A. If you need to make any changes, select NO or type B.

## OPTION 2: Compete in Some Events

Similar to Option 1, but you compete in the events of your choice.

- Choose the cvent(s) by typing the corresponding numbered key or by moving your joystick and pressing the **FIRE** button.
- The events you choose will be displayed in purple.
- When you are finished choosing the events, move the cursor to the word DONE and press the **FIRE** button.

## OPTION 3: Compete in One Event

Similar to Options 1 and 2, but you compete in any single event of your choice.

- Choose the event by typing the corresponding numbered key or by moving your joystick and pressing the FIRE BUTTON.

## OPTION 4: Practice One Event

- Choose the event by typing the corresponding numbered key or by moving your joystick and pressing the FIRE BUTTON. No scores are kept during practice rounds.



## OPTION 5: View High Scores

- Displays the highest score recorded in all events, with the name of the player who achieved each record.
- Press the FIRE BUTTON to return to the menu.

## OPTION 6: View Title Screen

- Displays the title screen and credits.
  - Press the FIRE BUTTON to return to the menu.
-

# The Games

## Half Pipe Skateboarding

It's time to get air on the half pipe. Skateboarding is definitely an awesome event, combining strength and coordination - often with amazing results. You'll be riding a skateboard in a specially built half-pipe. You'll have a 1:15 minute time period, or three falls, to build up speed and successfully complete stunts. Points are awarded for each stunt, and the highest score wins the event.

### OBJECT

The object of the half-pipe event is to ride the board back and forth on the ramp, performing stunts with proper timing and execution.

- Press the **FIRE** button to launch your board and start the event
- To gain speed, move the joystick UP when the skater is going up the side of the ramp, then move the stick **DOWN** when the skater is going down
- To perform a stunt, move the joystick as shown in the diagram. Pay attention to timing, because you'll fall if you move the stick too soon, too late, or if you hold it too long. After three falls, the event is over.



- To start a kick turn, move the joystick as indicated *on the diagram above*. Earn maximum points by waiting until the last moment to start the turn, and holding the joystick until the moment before you'd wipe out
- To start an aerial turn, tap the joystick in the direction indicated above. To perform this move successfully, you must be in the air off the edge of the ramp before tapping the joystick
- To perform a hand plant, press and hold the FIRE BUTTON just as you reach the top of the ramp. The skater will plant his hands and flip the board over his head. Wait to release the button until the board arcs over and returns to the ramp. Earn maximum points for pressing the button at the last moment, and releasing it at the last moment

### SCORING

You score points for each stunt completed successfully. Your score increases with the amount of risk you take. For example, if you hold a turn until the last moment, you get more points than if you pull out early when it's safer. Some stunts are more difficult and earn higher scores than others.

| Stunt        | Minimum | Maximum |
|--------------|---------|---------|
| Kick Turns   | 100     | 300     |
| Hand Plants  | 400     | 700     |
| Aerial Turns | 400     | 999     |

### STRATEGY

It's important to build up the right amount of speed before trying a stunt. You can gain speed by doing a "fakie." To fakie, hold the Joystick **UP** or **DOWN** for the full duration of the ramp (from top to bottom). Remember that you'll wipe out if you go too fast. Above all, be sure to get plenty of practice on the half pipe. This event takes experience to get the timing down just right.

## Foot Bag

This is probably the most laid back event, but don't lose your cool, it isn't easy. The Foot Bag event is like juggling with your feet. In this event, you have to keep a juggling bag in the air for 1:15 minutes, without using your hands. Success is all in the timing. If you time your kicks correctly, you'll keep the bag bouncing high in the air. Score extra points by performing stunts. The highest score wins the event.

### OBJECT

Hacking at the sack with your feet, knees and head, you must try to make as many kicks as you can before time runs out. And remember, you get extra points for every stunt you perform.

- Press the **FIRE** button to kick the bag into the air and start the event
- As the bag falls back toward the ground, press the **FIRE** button to kick again just before the bag reaches your foot

- To perform a head butt, press the **FIRE** button just before the bag drops below the level of your head
- Move the joystick ***as indicated in the diagram*** to control other movements.



- Several types of kicks are possible, including inside kicks, outside kicks, jumping reverse kicks, knee kicks and back kicks
- To perform different types of kicks, move to new positions underneath the bag while it's in the air. For example, move to the right so the bag will drop next to you (but not too far). Now press the **FIRE** button when the bag approaches and you'll perform an outside kick
- Other kicks are performed by positioning yourself in different ways. Discover the ways to perform all the kicks by trying various movements during practice

## SCORING

You earn points for each stunt or kick performed successfully. More difficult stunts, like turning around while the bag is in the air, earn higher scores. You lose time if you drop the bag or kick it off the screen. You also earn points for consecutive kicks completed without allowing the bag to touch the ground. Earn bonus for catching the sack when thrown from off-screen. Here are some stunts to try by combining different kicks and moves:

| Type             | Points   | Description                                                |
|------------------|----------|------------------------------------------------------------|
| Any Kick         | 10       |                                                            |
| Half Axle        | 250      | Any two kicks with a half spin in between                  |
| Full Axle        | 500      | Any two kicks with a full spin in between                  |
| Horseshoe        | 500      | Left back kick + right back kick                           |
| Jester           | 2000     | Left jumping kick or right jumping kick                    |
| Double arch      | 2500 pts | Left outside kick + right outside kick + left outside kick |
| Doda             | 5000     | Left outside kick + head butt + right outside kick         |
| Off Screen Catch | 1500     |                                                            |

## STRATEGY

The more complicated kicks and stunts you can complete before time runs out, the higher your score will be. Special bonus points are awarded for variety, so use as many different stunts as you can.

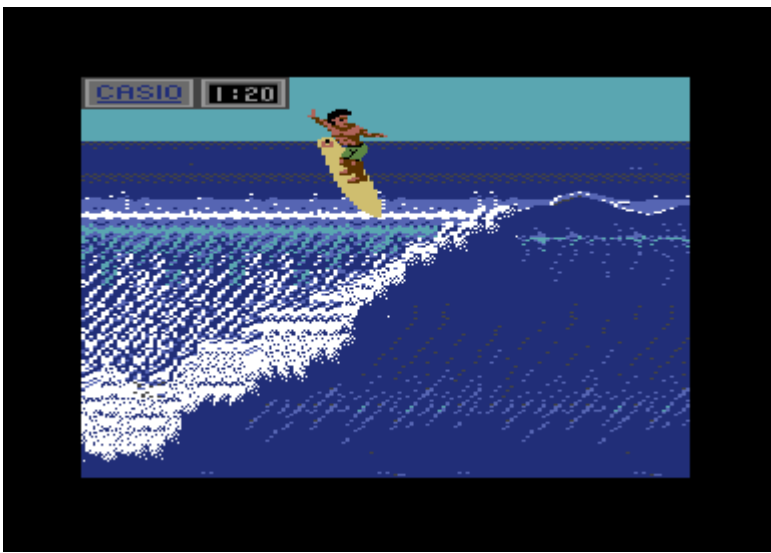
## Surfing

Surfing began as the sport of Hawaiian kings; now it rules the California coastline. From Santa Cruz to Rincon Point, surfers and their colourful boards dot the miles of sun-splashed beaches. And you're about to join them. You'll shoot the curl, shred the tube and probably even eat a little sand (when you wipe out). It's going to be hot.

You'll be there. And you'll be awesome.

## OBJECT

Competition surfing is a game of staying near the curl of the wave and manoeuvring your board smoothly at high speeds. Ride the face of the wave, moving back and forth, in and out of the tube. "Use" as much of the wave as you can before your ride comes to an end.



- Press the **FIRE** button to catch a wave and start the event
- Hold the joystick **LEFT** to avoid wiping out at the beginning of your ride
- To steer the board to the surfer's left, move the joystick **LEFT**
- To steer the board to the surfer's right, move the joystick **RIGHT**
- Hold the **FIRE** button down to make sharper turns. Note that sharp turns slow you down
- If you go too close to the bottom of the wave, you'll either wipe out or end your ride by leaving the wave
- To end your ride cleanly, go over the top of the wave
- If you go over the top of the wave and turn your board around in the air, you can catch the wave again (but you'll wipe out if you come back down at a bad angle)
- You'll get 1:30 minutes for the event or 4 wipeouts. You earn more points for longer rides, so try to ride each wave as long as you possibly can

## SCORING

You're scored for the length of your ride, the number of turns you make and your speed each time you turn. You also earn high points from the judges for riding in the tube (underneath the curl of the wave), and riding near the break. "Catching air" scores extra points: ride up to the top of the wave until the end of your board clears the crest, then turn and continue your ride.

## STRATEGY

Your final score is based on how well you "use" the wave. Riding along straight, far out in front of the break counts for very little. Take risks. The more risks you take to do your stunts, the more points you will earn.

Making cutbacks (180-degree turns), moving up and down the wave and doing 360's (complete circles) all earn high scores. Earn maximum points for high speed turns, especially if you complete them near the top of the wave or near the break.

---

## Roller Skating

Roller skating is hot. Anyone can skate and almost everyone does, with a feeling of freedom unlike any other sport. And CALIFORNIA GAMES skating is as radical as you can get. The trick is to skate down a beach boardwalk without falling. You'll have to avoid cracks in the side walk, grass, sand, puddles of water, shoes lying in your path and more. You'll have to squat to miss flying beach balls. You'll even have to jump over missing pieces of the sidewalk!

## OBJECT

The object in roller skating is to avoid the obstacles and cover the course in the best possible time, with as many stunts as you can perform during the event.

- Press the **FIRE** button to start the event
- To begin skating, roll the joystick to the **UP** position. Then roll the joystick to the **DOWN** position. Continue rolling between these two positions to gain speed
- Move the joystick as shown in the diagram to perform other skating moves.



- To squat, press and hold the **FIRE** button
- To jump, release the **FIRE** button
- Try to avoid all the obstacles. You’re allowed three falls. On the third fall you are disqualified and your race is over.

## SCORING

Score points for each obstacle you avoid. Earn double points for jumping over obstacles. Earn the highest scores for 360’s while jumping obstacles.

| Type                         | Points   |
|------------------------------|----------|
| Avoiding Obstacles           | 10 - 30  |
| Jumping Over Obstacles       | 20 - 60  |
| Spinning Jump Over Obstacles | 40 - 120 |

## STRATEGY

You’ll score points for each object you successfully avoid or jump over, so be careful - speed is less important than staying on your feet.

Remember that you earn points for spinning jumps over obstacles (jumping and spinning at the same time). Complicated moves lead to high scores. But be careful not to fall more than twice, or you’ll be out of the competition.

## BMX Bike Racing

BMX stands for Bicycle Motocross. It also stands for radical action and challenging competition. In this event, riders use strong, lightweight bicycles to race on an action-packed course in the California desert. There are plenty of jumps, bumps and dips. (Rows of low bumps arc called “Whoop-ti-dos.”) You’ll need speed, a good sense of timing and a heavy dose of endurance.

## OBJECT

The object is to cover the course in the fastest possible time, performing stunts and avoiding or jumping over obstacles. The fastest daredevil rider will win the event.

- Move the joystick **RIGHT** to start the event
- Move the joystick **UP** to steer left
- Move the joystick **DOWN** to steer right
- Move the joystick **RIGHT** repeatedly to increase your speed
- Press the **FIRE** button to jump
- Move the joystick **LEFT** to do a wheelie
- To begin a jump, move the joystick **LEFT** as you ride onto a hill or ramp.

When you’re in the air, use the joystick to perform stunts:

- Move the stick **UP** to do a table top. Hold the stick as long as possible then release the joystick to put the bike down.
- Move the stick **DOWN** to do a 360-degree turn.
- Move the stick **LEFT** to do a backward flip.
- Move the stick **RIGHT** to do a forward flip.

Timing is important to perform stunts and jumps. You must time the start and finish of each move to complete it successfully. If you’re not back in a “centered” position by the time you land or complete your stunt, you will crash.

- You’re allowed one “serious” fall or three “easy” falls before you’re out of the race. If you flip and fall on your head, it’s a serious fall
- At the end of the course, press the **FIRE** button to stop. You earn bonus points for stopping on the finishing pad.



## SCORING

Try to complete the course within the 2:00 minute time limit. The faster your time, the higher your score will be. You also get points for each stunt, with bonus points for holding stunts as long as possible. Here’s a table of the minimum and maximum points awarded for each stunt:

| Stunt         | Minimum | Maximum |
|---------------|---------|---------|
| Wheelie       | 100     | 200     |
| Jump          | 200     | 400     |
| Table Top     | 500     | 1000    |
| 360 Turn      | 1000    | 2000    |
| Backward Flip | 1500    | 3000    |
| Forward Flip  | 3000    | 6000    |

**STRATEGY:** When you complete the course, you get 60 points for each second left in the time limit. So finishing the course in the fastest possible time is important, but the highest scores go to the riders who perform the most daring stunts. Make a 6000-point forward flip, and you’ve probably got a lock on the first place trophy.

## Flying Disk

To serious competitors, the plastic saucer invented by two Californians in 1947 is called a “flying disk.” Of course, you may know it by another name. Originally spelled Frisbie, the disk’s most popular name originated at Yale University, where students first started tossing empty pie plates made by the Frisbie Pie Company one hundred years ago. Now moulded from light and flexible plastic, the flying disk is a common sight whirling through the air at beaches and parks everywhere in California, and it’s the perfect challenge of skill and timing to wind up the competition in CALIFORNIA GAMES.

## OBJECT

The object of the Flying Disk is to throw accurately to the catcher at the other end of the field. Score extra points for difficult catches.

- Press the **FIRE** button to start the event
- You get three attempts to throw and catch the disk
- Try to throw the disk far enough to reach the catcher standing at the other end of the field.
- Use the bar at the bottom of the screen to make your throw. The bar has three colours: red, yellow and green. Use the green area for the most powerful throw
- Tap the joystick **LEFT** to start swinging your arm back. When the needle reaches the green section of the bar, tap the stick **RIGHT**. When the needle reaches the green section on the right side of the bar, tap the stick **LEFT** again to release the disk
- The display at the top of the screen helps you move the catcher to intercept the disk after it has been thrown
- As the disk flies across the field, move the joystick **LEFT** or **RIGHT** to run toward the point where you think the disk will land
- To catch the disk, you must meet it with your hands. Note that your hands are extended only when you’re running or diving
- To attempt an overhead standing catch, hold the joystick UP to reach up for the disk
- To dive after the disk, press the **FIRE** button.





## SCORING

Points are awarded for the throw and the catch. For the throw, score points with the accuracy and height of the toss. The fewer steps the catcher has to run to meet the disk, the more points arc awarded for the throw. Points are scored for catching the disk as follows:

### Points Action

- 150 ptsA catch while running right
- 250 ptsA catch while running left
- 250 ptsA catch while diving right
- 350 ptsA catch while diving left
- 350 ptsA catch over your head

## STRATEGY

Throwing accuracy is the key to winning the Flying Disk (of course, it also helps to make a good catch!). To get the best possible score, throw the disk so the catcher doesn't have to move far to reach it, then make a diving catch or an overhead catch.

# CALIFORNIA GAMES SCORING

### AWARDS CEREMONY

After every event, trophies are awarded with the names and sponsors of the top finishers in the order they placed.

### CHAMPION CEREMONY

If the players compete in all six CALIFORNIA GAMES events, a final trophy is awarded to the Champion of the games based on the total number of points awarded.

### Position Points

- First Place 5 points
- Second Place 3 points
- Third Place 1 point

The points are totaled after all events have been completed, and the player with the most points is the California Champion.

### Event Records

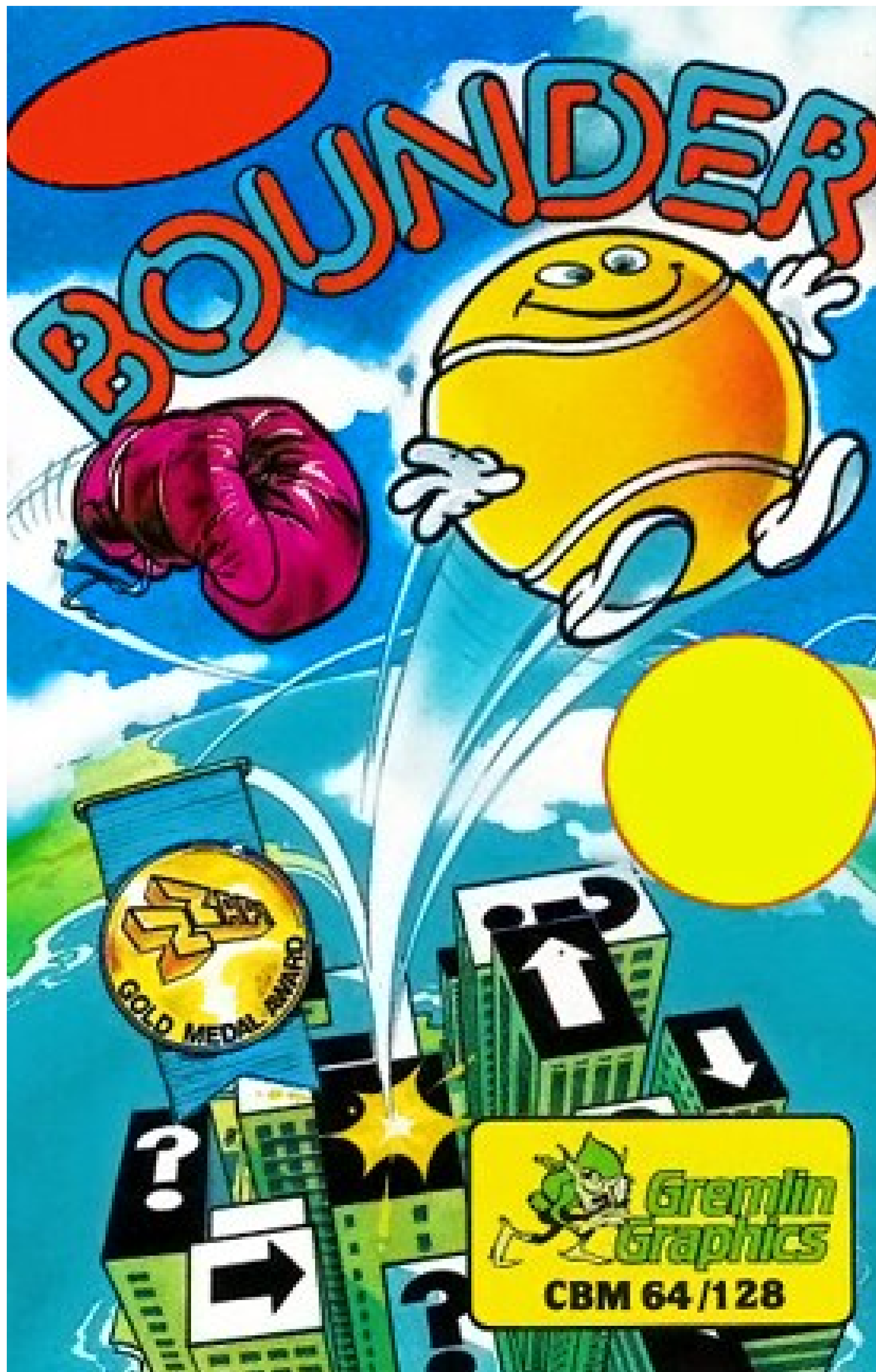
If an event record is broken or tied in any event, CALIFORNIA GAMES saves the name of the record-breaking player. The records are displayed on the Event Records screen. If a new record is set for an event, the previous record is erased and the new information appears in its place.

## Credits

|                                                                                        |
|----------------------------------------------------------------------------------------|
| GRAPHICS: Jenny Martin, Suzie Greene, Sheryl Knowles, Paul Vernon                      |
| DESIGN: Kevin 'Fuzzy' Furry, Chuck Sommerville, Jon Leupp, Ken Nicholson, Kevin Norman |
| MUSICIAN(S): Chris Grigg, Gil Freeman                                                  |

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# Controls

| Joystick | Action |
|----------|--------|
| UP       | Up     |
| DOWN     | Down   |
| LEFT     | Left   |
| RIGHT    | Right  |
| ○ ●      | Fire   |
| ● ○      | Fire   |
| ↗ ↘      | Fire   |
| ↙ ↖      | Fire   |

# Bounder

Control Bounder, a tennis ball, as you bounce through each level, bouncing only on the grey slabs. If you miss, Bounder falls to his death. You cannot bounce over mountains or walls, so you must go around. Any collision costs Bounder another life. There is one major exception: you can bounce on plain green grass from level seven onwards.

# Playing the Game



Move Bounder (the tennis ball) around the screen, bouncing on grey slabs only. If you miss, you fall and lose a life. Be sure to identify mountains and walls as you can't go over them, you must go around. Any collision means you lose a life.

As a rule of thumb: *IF IT ISN'T GREY, THEN AVOID IT!*

However, there is one major exception, and that is that you can bounce on grass, represented by plain green in the game. This will not appear until level 7.

### These aliens destroy you:

BINOCULOIDS STICKITS MOSCITA BIRDS CHOMPER DOMES PTERRIES COINS EXOCETS etc.

### Useful aliens are:

TELEPORTS JUMP BONUSSES BONUS BUGS COPYRIGHT CANS

Trial and error will help you identify which ones are which.

Slabs with arrows give you just over twice the time in the air. This allows you to make longer jumps, and if you feel inclined, a few fancy aerobatics (Not recommended for beginners).



Slabs with question marks give you a mystery bonus, some good, some fair, but most of 'em bad. Careful planning and the use of a map are essential. Use the pause control to help you map the screens.



After each level, there is a bonus stage. Bounce on as many question marks as possible. Clearing all question marks will earn you a bonus. Each jump unused adds to your bonus score.

## Controls

### Function Description

RESTORE Returns you to title page

CTRL Pause mode on

FIRE Pause mode off

All movement control is from the Joystick.

## Credits

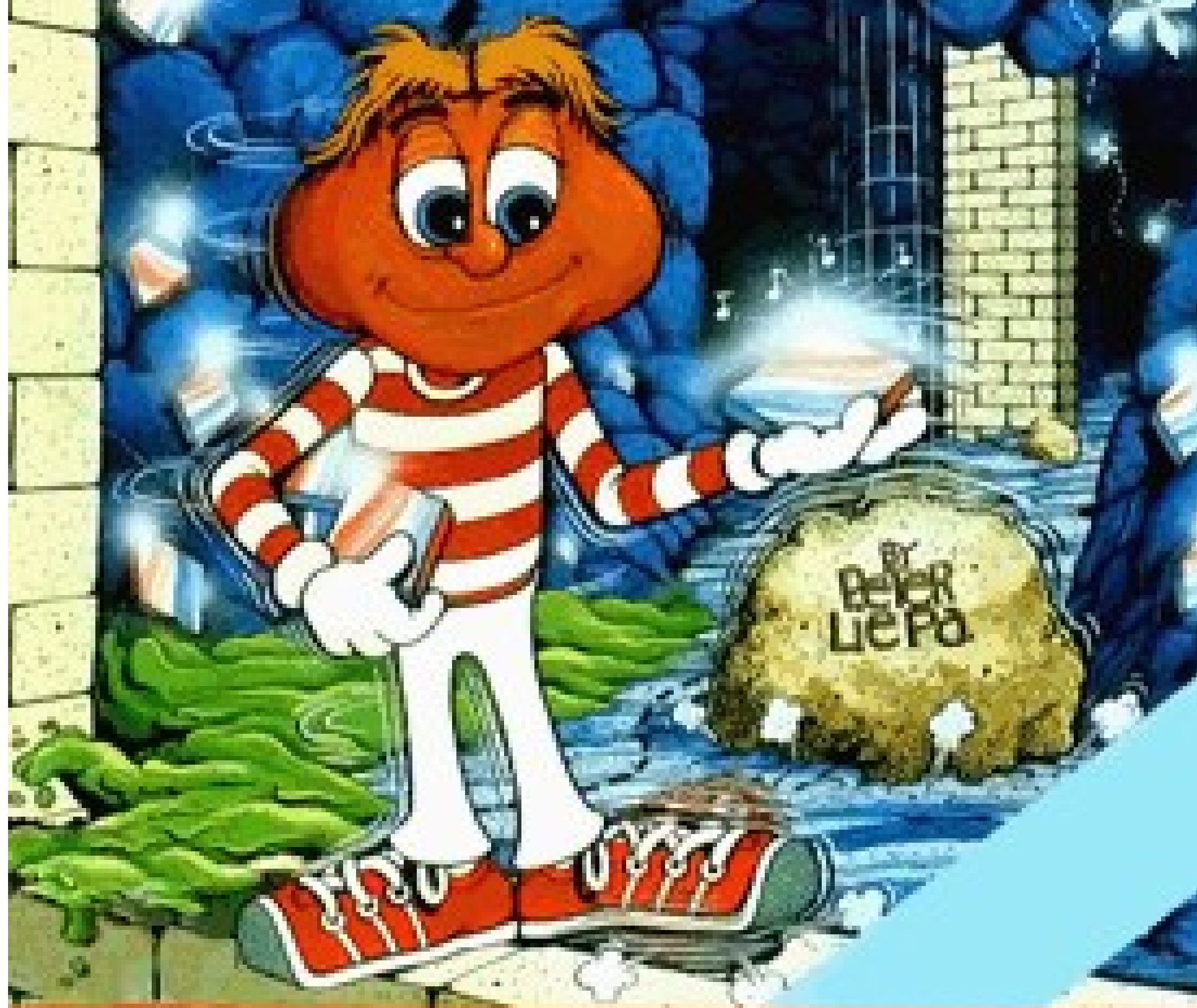
PROGRAMMER: Christian Shrigley, Andrew Green, Robert Toone

MUSICIAN: Christian Shrigley

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# BOULDER DASH™



micro fun™

THE COMPUTER ENTERTAINMENT DIVISION OF MICROLAB, INC.



# Controls

| Joystick | Action                  |
|----------|-------------------------|
| UP       | Up                      |
| DOWN     | Down                    |
| LEFT     | Left                    |
| RIGHT    | Right                   |
| ○ ●      | Fire                    |
| ● ○      | Fire                    |
| ↗ ↘      | One/Two Player/Joystick |
| ↖ ↙      | Fire                    |
| ●○○○     | Restart Level           |

# Boulder Dash

Boulder Dash™ is the legendary action-puzzle game. Dig through caves collecting gems and dash to reach the exit in time, trapping or avoiding various dangerous creatures while dodging obstacles like falling boulders, avalanches or underground explosions. New exciting versions are also available. Please check [www.boulder-dash.com](http://www.boulder-dash.com).

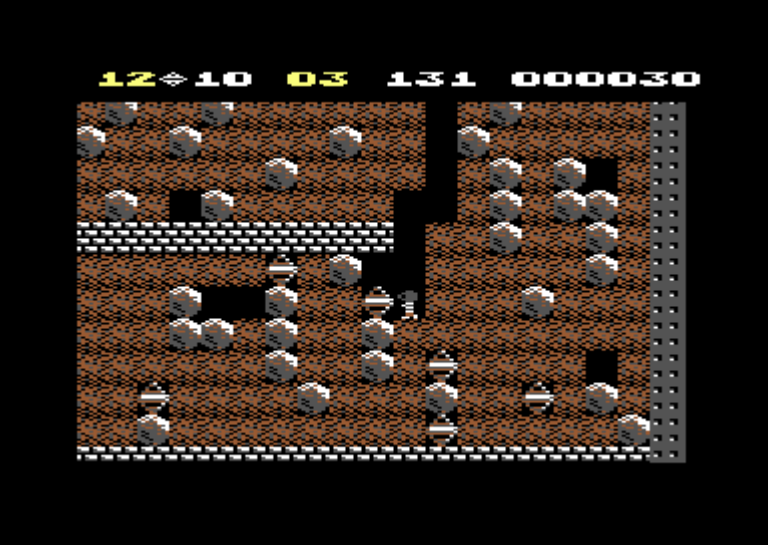
# Scenario



Search throughout each CAVE and collect as many Jewels in as short a time as possible. once the indicated amount of Jewels are collected, the door to the mysterious escape tunnel is revealed and you go to the next level. Strategy and planning will help you master the “physics” of Boulder Dash. Boulders drop predictably enough, but you and Rockford also have to block growing Amoebas, transform Butterflies, outmanoeuvre Fireflies, and overcome other numerous obstacles.



# Playing the Game



To select the number of players and joysticks, press F3 to go through the options:

### PlayersJoysticks

|   |   |
|---|---|
| 1 | 1 |
| 2 | 1 |
| 2 | 2 |

## Caves and Levels

There are 16 CAVES, each comprised of several scrolling screens, numbered A to P. Each CAVE has 5 Difficulty Levels. To select a different CAVE, move the Joystick **LEFT** or **RIGHT** when you are in the menu screen. To select a different Difficulty Level, go to the menu screen and move the Joystick **UP** or **DOWN**. The greater the difficulty the less time you have and the more Jewels you have to collect. You may choose CAVE A, E, I or M on Difficulty Levels 1 - 3. On Difficulty levels 4 and 5, you must start with CAVE A.

After making a selection, press **FIRE** to begin the game.

| CaveType          | Description                                                                                                                   |
|-------------------|-------------------------------------------------------------------------------------------------------------------------------|
| A+ Intro          | Pick up Jewels and exit before time is up                                                                                     |
| B Rooms           | Pick up Jewels, but you must move boulders to get all the Jewels                                                              |
| C Maze            | Pick up Jewels. You must get <i>every</i> Jewel to exit                                                                       |
| D Butterflies     | Drop boulders on Butterflies to create Jewels                                                                                 |
| E+ Guards         | The Jewels are there for the grabbing, but they are guarded by the deadly Fireflies                                           |
| F Firefly Dens    | Each Firefly is guarding a Jewel                                                                                              |
| G Amoeba          | Surround the Amoeba with boulders, so it can't grow anymore. Pick up Jewels that are created when it suffocates               |
| H Enchanted Wall  | Activate the Enchanted Wall and create as many Jewels as you can                                                              |
| I+ Greed          | You have to get a lot of Jewels here, lucky there are so many                                                                 |
| J Tracks          | Get the Jewels, avoid the Fireflies                                                                                           |
| K Crowd           | You must move a lot of boulders around in some tight spaces                                                                   |
| L Walls           | You must blast through walls to get at some of the Jewels. Drop a boulder on a Firefly at the right time and place to do this |
| M+ Apocalypse     | Bring the Butterflies and Amoeba together and watch the Jewels fly                                                            |
| N Zigzag          | Magically transform the Butterflies into Jewels, but don't waste any boulders and watch out for the Fireflies                 |
| O Funnel          | There is an Enchanted Wall at the bottom of the rock funnel                                                                   |
| P Enchanted Boxes | The top of each square room is an Enchanted Wall, but you'll have to blast your way inside                                    |

(+ = Selectable)

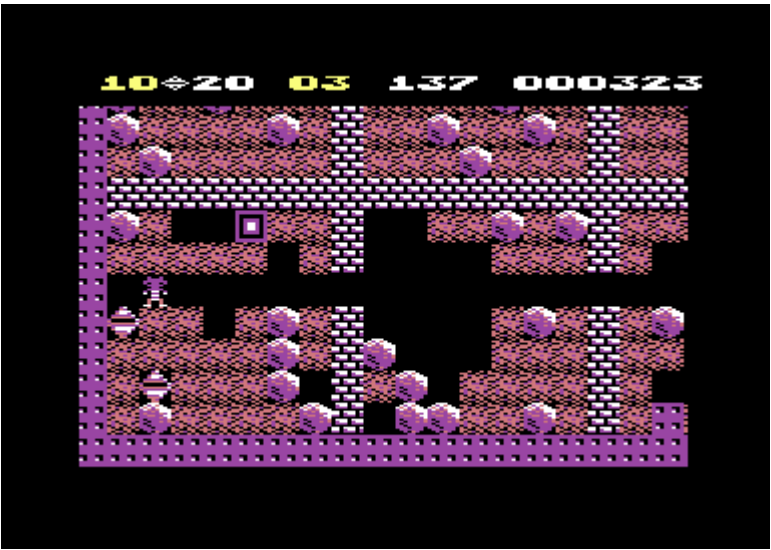
## Chances

Each player starts with 3 chances. Bonus tries are awarded after every 500 points. The tunnels created by Rockford will “shimmer” when you are awarded a bonus try. A bonus is also earned by completing a *Playable Intermission* If you get stuck with no way out, you can restart a level by pressing button A, but it will cost you one of your tries (referred to as ‘MEN’ in the game itself).

## Scoring

The current point value is shown on the top-left of the play screen, to the *right* of the picture of a Jewel. The number of points per Jewel changes. The point value is determined by the CAVE, Difficulty Level, and bonus status. The bonus value occurs after the required number of jewels have been collected. Every 500 points the tunnel will sparkle for a moment and you get another Rockford.





You also score 1 bonus point for each second of time remaining when you exit the CAVE.

## Playable Intermissions

There are 4 short interactive puzzles which you are entitled to play after completing CAVES D, H, L and P. There is no penalty for not playing or losing the intermissions. If you complete a Playable Intermission successfully, you receive a bonus Rockford.

## Game Elements

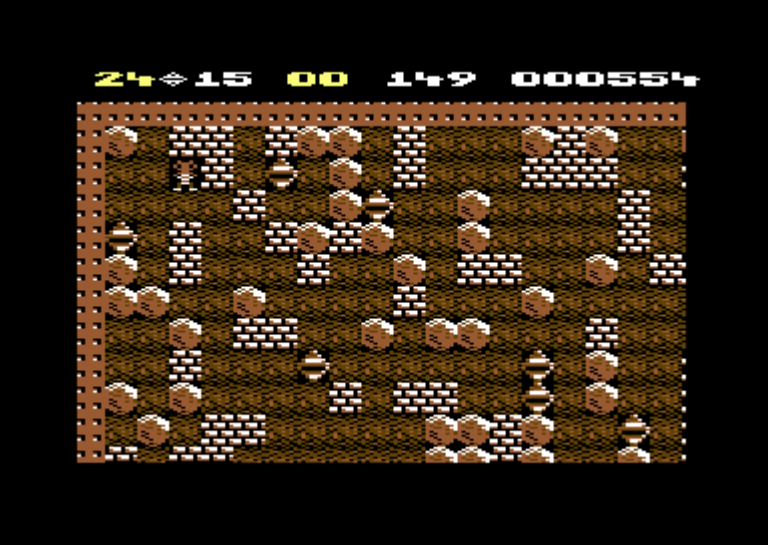
| Name           | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|----------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ROCKFORD       | This little fellow is the ‘star’ of the game. Rockford has the power to dig through the earth and collect Jewels. If he digs under a boulder and doesn’t stop, he will not be struck and the boulder will drop down into the tunnel. He can push single boulders horizontally, if there is nothing to block their path. Rockford can stand directly under a boulder without being crushed, but if a boulder or Jewel falls on him you will have to start again |
| Boulders       | The rocks will fall whenever gravity dictates. They will fall straight down if unsupported, or they will topple off underlying objects if there is nothing to block their way. Experimentation is the best way to learn the “physics” of Boulder Dash                                                                                                                                                                                                          |
| Jewels         | You must collect the required number of gleaming diamonds in order to exit one CAVE and advance to the next. There are many ways to create Jewels. For example: transforming Butterflies, suffocating Amoebas, or dropping boulders through an Enchanted Wall will create additional Jewels. When the proper number of Jewels have been collected a flash will let you know that the escape door is revealed and open                                          |
| Fireflies      | The deadly Fireflies glide about in the tunnels. Their behaviour is predictable; they move along the edges of all the exposed areas. This is a help, since they will explode on contact with Rockford. Turn the tables by dropping boulders on them, which causes them to blow up. This comes in handy when you want to demolish a wall in order to get some Jewels                                                                                            |
| Butterflies    | The colourful Butterflies behave much like Fireflies. However, they fly in the opposite direction of the Fireflies <i>and</i> they turn into Jewels when they explode                                                                                                                                                                                                                                                                                          |
| Amoeba         | The Amoeba is a green blob that bubbles and grows through earth and air. Rockford can touch it without harm. Fireflies and Butterflies will explode on contact with the Amoeba. When Rockford surrounds the Amoeba with rocks, it runs out of growing space, suffocates and turns into Jewels. However, if the Amoeba grows <i>too</i> large (about 200 squares big) it will die and turn into boulders                                                        |
| Enchanted Wall | The Enchanted Wall looks like any other wall, however when hit by a falling boulder it begins to vibrate for a limited time. During this period, any boulders that drop through it are magically turned to Jewels, <i>but only if there is space below the wall</i> . It will also turn Jewels into boulders if they drop through it. Once the enchantment phase is complete, it cannot be reactivated in the same round                                       |
| Titanium Wall  | The exterior wall is an indestructible boundary to play action. Rockford can only exit to the next CAVE through the escape door                                                                                                                                                                                                                                                                                                                                |
| Escape Door    | Initially the Escape Door looks like a portion of the <i>Titanium Wall</i> . After Rockford has collected the required amount of Jewels, it is activated and begins to flash. At this point the mysterious escape door is revealed and you may exit, providing time doesn’t run out                                                                                                                                                                            |
| Time           | each CAVE is timed. When time is running out a warning sound will occur                                                                                                                                                                                                                                                                                                                                                                                        |

## Strategy/Tips

| Name     | Description                                                                                                                                                                                                                                                                                                                                                                         |
|----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Rockford | Rockford can affect an object that is next to him without moving into it. Keep FIRE pressed and move the Joystick in the direction of the object or earth you wish to affect. Rockford will not move, but the object will react                                                                                                                                                     |
| Boulders | You will often find yourself digging or moving downwards only to find a boulder has been toppled by your movement and is about to land on you. The only way to avoid losing your man in these situations is to move quickly to the right or left, out of the boulder’s way. Rockford runs as fast as a boulder falls, so it will never catch up to you, unless you hesitate or stop |



| Name | Description                                                                                                                                                                                                                                                                                                                                               |
|------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Exit | When Rockford has collected the required amount of Jewels for the CAVE he is in, the Exit is revealed. At this time you should decide whether to go for bonus Jewels (at a higher value) or to exit for the time bonus point (1 for each second remaining). Make sure you know the location of the escape door and you can get to it before time runs out |



## Credits

|                                     |
|-------------------------------------|
| PROGRAMMER: PETER LIEPA, CHRIS GREY |
| MUSICIAN: PETER LIEPA               |

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**BEAR BOWVER**



**COMMODORE 64**

## Controls

| Joystick                                                                                                                                                                                                                                                                                                                                        | Action                |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------|
| UP                                                                                                                                                                                                                                                                                                                                              | Up                    |
| DOWN                                                                                                                                                                                                                                                                                                                                            | Down                  |
| LEFT                                                                                                                                                                                                                                                                                                                                            | Left                  |
| RIGHT                                                                                                                                                                                                                                                                                                                                           | Right                 |
|                                                                                                                                                                               | Fire                  |
|                                                                                                                                                                               | Fire                  |
|                                                                                                                                                                                                                                                                | Baby Bear mode/Paws   |
|                                                                                                                                                                                                                                                              | Start game/Unbearable |
|     | Big Bear mode/Shh     |
|     | Bearly audible        |

## Bear Bover

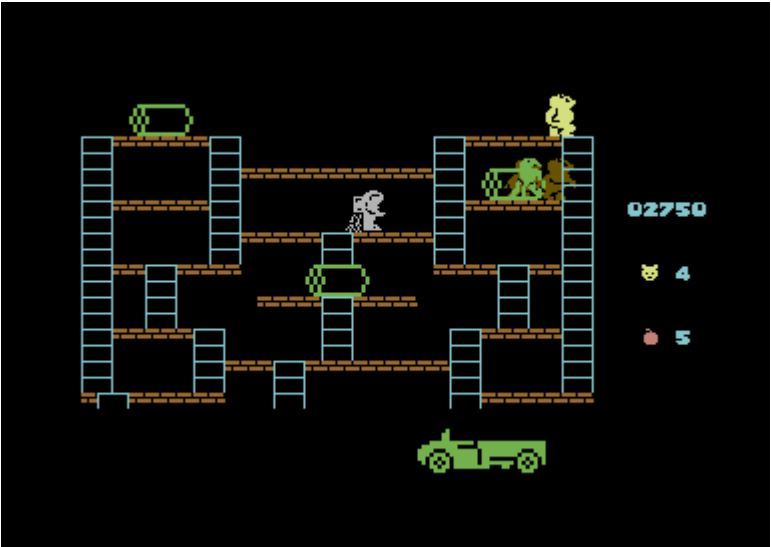
Ted's electric truck needs a new battery. Climb up the scaffolding and collect the batteries for his electric car before the bovver bears capture him! All Ted has is a small number of time bombs, found scattered around the building site. Time things right and you might be able to drop the batteries on those bears below to help clear a way back to the truck!

## Scenario

Wasn't Ted pleased when his brand new Sinclair electric truck arrived! He had already bought a set of batteries, so no sooner had the delivery man left, than a very proud Ted climbed in for his first drive.

All was going well until Ted notices his truck slowing down. "Oh dear," thinks Ted, "these batteries don't seem to last very long.

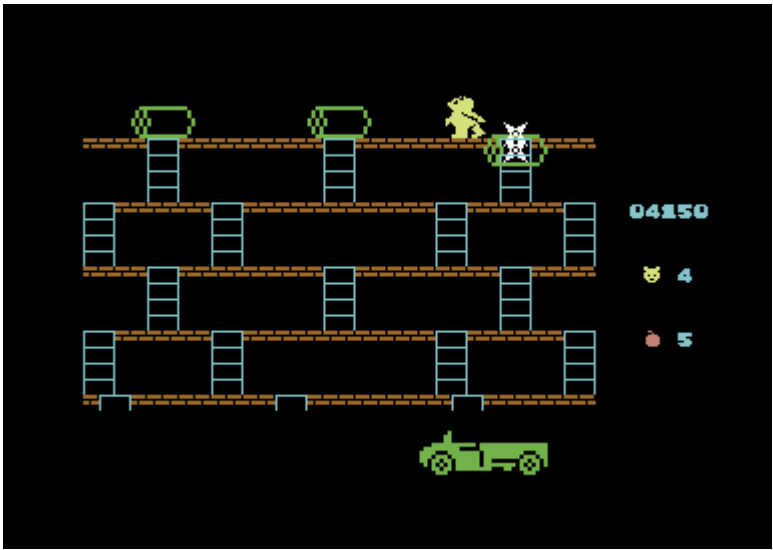
Ted takes a look around - he has ended up parked outside a building being renovated.



Suddenly he notices something glint in the sunshine at the top of the scaffolding. "Is that really a battery up there?".

Jumping out of his car he climbs the nearest ladder.

Thirsty work this, thinks Ted as he climbs the next ladder. But then, Ted realises he has more to worry about than a dry throat...!



## READY, TEDDY...

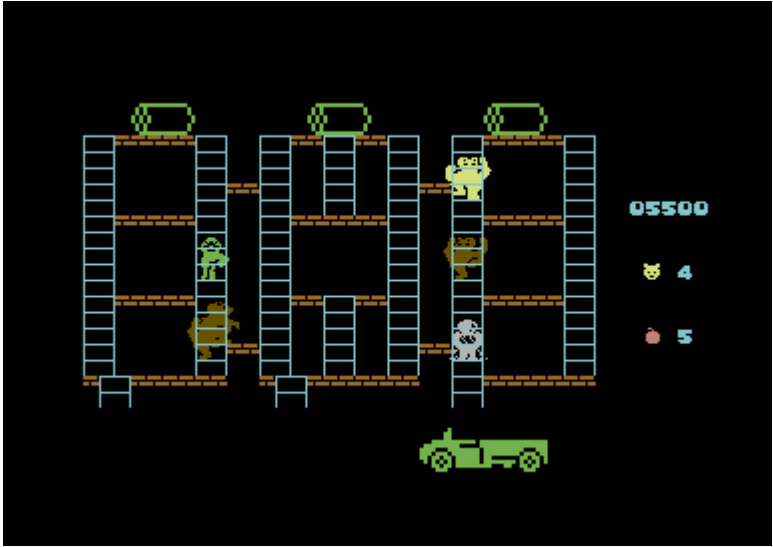
At anytime before the game starts you can select Baby Bear Mode by pressing the F1 key or button TR on THEC64 Joystick. Use Baby Bear Mode to practise moving Ted around the screen without worrying about being bovered.

### Game Controls

Can you help Ted climb up the scaffolding and collect the batteries for his electric car before the bover bears capture him!

All Ted has to help him is the small number of time bombs he has found scattered around the building site.

Use THEC64 Joystick to move Ted **UP**, **DOWN**, **LEFT** and **RIGHT**. Press **FIRE** to drop Time Bombs.



The scoring system is unbearably complex - try to work it out as you go along!

Good Luck!!

## CREDITS

Originally written by Jon Ritman, with thanks to Guy Stevens  
C64 version by D. Campbell

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COMMODORE 64/128























# BATTLE VALLEY

RACK  
H E W S O N



# Controls

| Joystick                                                                                                                                                                                                                                                                                                                                        | Action                       |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------|
| UP                                                                                                                                                                                                                                                                                                                                              | Up                           |
| DOWN                                                                                                                                                                                                                                                                                                                                            | Down                         |
| LEFT                                                                                                                                                                                                                                                                                                                                            | Left                         |
| RIGHT                                                                                                                                                                                                                                                                                                                                           | Right                        |
|                                                                                                                                                                               | Fire                         |
|                                                                                                                                                                               | Fire                         |
|                                                                                                                                                                               | Go to Furthest Friendly Base |
|                                                                                                                                                                           | Fire                         |
|     | Turn Vehicle Around          |
|     | Raise Winch (Helicopter)     |
|     | Lower Winch (Helicopter)     |

# Battle Valley

Capture all terrorist bases in Battle Valley and eliminate two stolen missiles, before the countdown reaches zero. Three bases are located in each direction. Most weapons are eliminated using the helicopter, with the rest requiring the tank. Use the helicopter's winch to collect pontoons to mend bridges, or collect ammunition. Reload the tank at ammunition dumps.

## Scenario

*The peace summit was successful. An arms treaty has been signed. All medium range missiles have been destroyed... except for two which have been captured by a group who plan to destroy the Western World unless their fellow members are released from a penitentiary in the United States.*

*Your task, as a mercenary employed by the United States Government, is to capture the enemy bases in their desert outpost - Battle Valley - and eliminate the two missiles.*

## Controls

After the game has launched, press **FIRE** to access the options page where you can select:

### Key Function

F1 One or Two players

F3 Music On/Off

F5 Double Fire Mode On/Off

Press the joystick **FIRE** button to start the game from here.

When on a base:

| Control    | Function                                             |
|------------|------------------------------------------------------|
| LEFT/RIGHT | Select tank                                          |
| UP         | Select helicopter                                    |
| INST/DEL   | Transfer to furthest captured base on far side of HQ |

Controlling a tank or helicopter:

| Control    | Function                         |
|------------|----------------------------------|
| LEFT/RIGHT | Move left/right                  |
| UP/DOWN    | Gun barrel up/down (tank)        |
| UP/DOWN    | Fly up/down (helicopter)         |
| FIRE       | Fire shells or rockets           |
| F1-F7      | F1 = slow speed, F7 = fast speed |
| SPACE      | Turn tank or helicopter round.   |

Using the helicopter’s winch:

| Control          | Function             |
|------------------|----------------------|
| SPACE            | Halts the helicopter |
| F1               | Raise winch          |
| F3               | Lower winch          |
| Double Fire Mode |                      |

When double fire mode is set on the option pages, speed and direction can be changed using the joystick instead of the function keys. For example, to increase/decrease speed when facing right, push joystick **RIGHT/LEFT** and press **FIRE** twice quickly. To stop, centre the joystick and press **FIRE** twice quickly.

## Scoring

| Target                | Points |
|-----------------------|--------|
| Anti Aircraft Cannon  | 1250   |
| Land Based Missile    | 300    |
| Missiles Launch Pad   | 2000   |
| Missile Carrier       | 1000   |
| Missile Launcher      | 2000   |
| Storage Silo          | 300    |
| Early Warning Station | 2000   |
| Rocket Launcher       | 800    |
| Anti Aircraft Gun     | 750    |
| Defensive Cannon      | 1250   |
| Fuel Tanker           | 300    |
| Rapid Fire Launcher   | 750    |
| Ammunition Truck      | 300    |
| Fuel Tank             | 400    |
| Military Outpost      | 1750   |
| Transmission Mast     | 1000   |

## Playing the Game



The player starts off at his central HQ and his aim is to progress from there to capture all enemy bases, three located in either direction. Then the two missiles have to be destroyed in their silos, found beyond the two farthest bases. This must all be completed before the countdown reaches zero, otherwise the missiles will be launched and the world destroyed.





In between the bases lie many different weapons, which steadily increase in speed and complexity as more ground is covered. Most of the weapons can be eliminated by using the helicopter. The remainder must be destroyed using the tank. Note that the enemy bases and the missile silos themselves can only be destroyed by the tank.



The helicopter has a winch which is used to collect pontoons for mending broken bridges or to collect extra ammunition from rooftops. The tank collects ammunition when it is halted on the grid at an ammo dump.

---

## Credits

|                                                     |
|-----------------------------------------------------|
| PROGRAM: Simon Wellard                              |
| GRAPHICS: Mark Washbrook                            |
| MUSIC AND SOUND EFFECTS: Jeroen Tel, Charles Deenan |

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THE WAY OF THE TIGER

# Avenge

虎  
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CBM 64/128



CBM 64/128

# Controls

| Joystick                                                                                                                                                                | Action                           |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|
| UP                                                                                                                                                                      | Up                               |
| DOWN                                                                                                                                                                    | Down                             |
| LEFT                                                                                                                                                                    | Left                             |
| RIGHT                                                                                                                                                                   | Right                            |
|       | Fire                             |
|       | Fire                             |
|       | Back to Main Menu (at Game Over) |
|   | Fire                             |
|   | Ask Kwon for help                |

# Avenger

Avenge your stepfather and take back the scrolls of Ketsuin from the wicked Yaemon. Your quest starts outside Quench Heart Keep. Find the keys to gain access to the keep. When you are inside, destroy the guardians but use your limited shuriken wisely. Collect treasure, scrolls and any items you find along the way. Escape from the keep and release Kwon to win.

# Scenario

*Having successfully completed your training you are now ready to avenge your stepfather and take back the scrolls of Ketsuin from the wicked Yaemon to appease the God Kwon and release him from eternal hell. Your quest starts outside Quench Heart Keep where you must find the keys to gain access. Once inside you must defeat the guardians of the Keep. Beware, as they must be overcome in a specific way and in a certain order. Use your Shuriken wisely as once used you only have unarmed combat to rely on.*

*As you fight your way through the many adversaries you may call on the God Kwon to replenish your endurance and inner force, but beware his temper is short and you may anger him. To complete the game you must collect the scrolls and escape from the Keep having avenged the death of your Father and releasing Kwon from the power of Yaemon.*

# Playing the Game



Use your Joystick to explore the land, pressing FIRE to throw shuriken at your enemies. In close combat, press FIRE and a direction to vanquish your foes. Walk over items to pick them up. Doors will open if you have a key, but each key can only be used once.

# Useful items

Magic sword, keys, shuriken, treasure, crowbar, iron first, amulet, charms, a container, magic cord.



## Playing tip:

Treasure can be collected for your personal gain but do not let greed affect your judgement!

# Features

Full colour four way scroll over a massive 300 screens of playing area within the 6 floors of the Keep. Interactive sound FX. Intelligent enemies, trap doors to go up, grills to go down, wells, living floors, informative scrolling messages from Kwon, deadly spiders and numerous other enemies.



# Credits

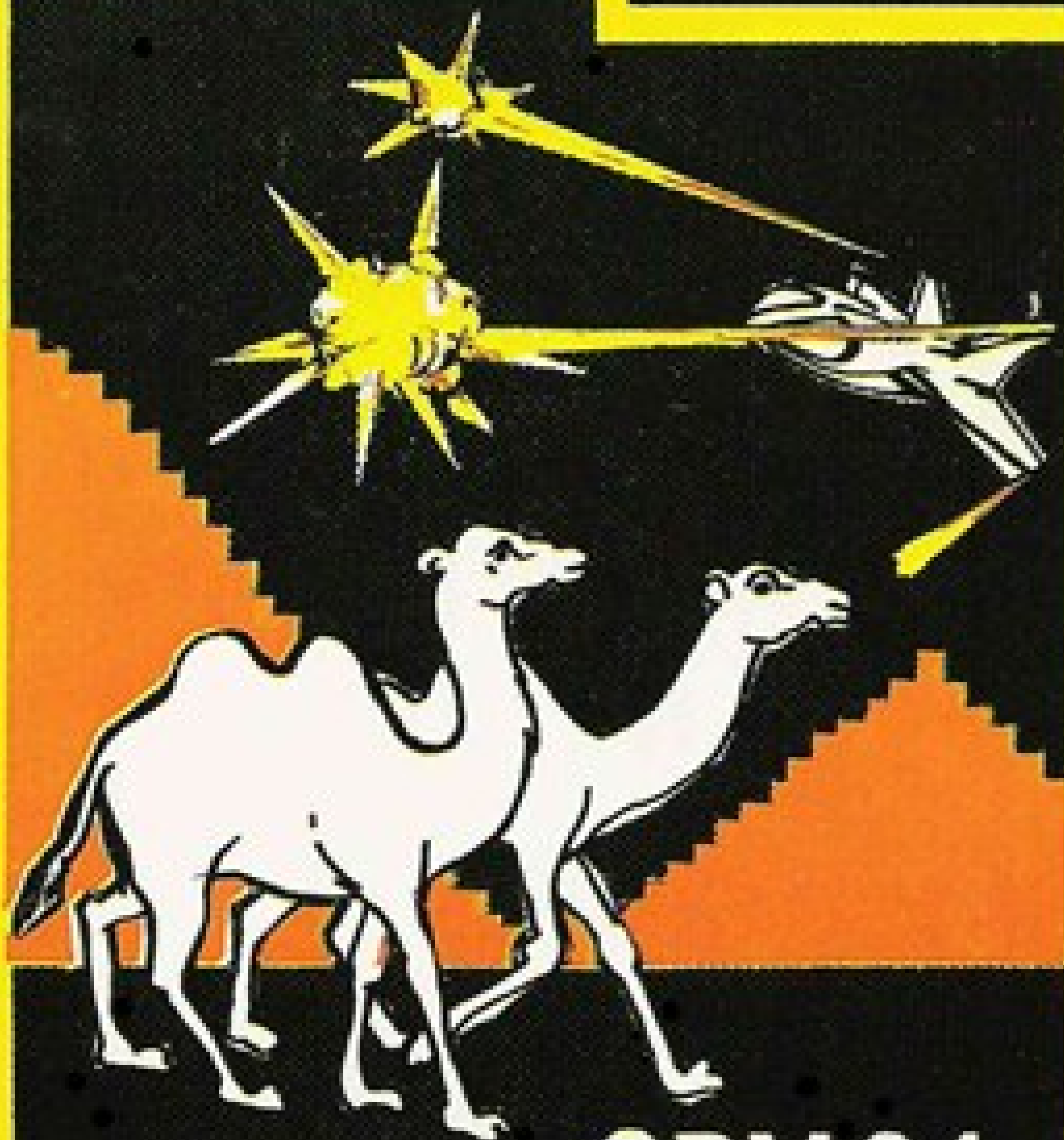
PROGRAMMER(S): Jason Perkins, Mark Charles Rogers

MUSICIAN: Ben Daglish

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LLAMASOFT !!



CBM 64

Attack Of The  
Mutant Camels

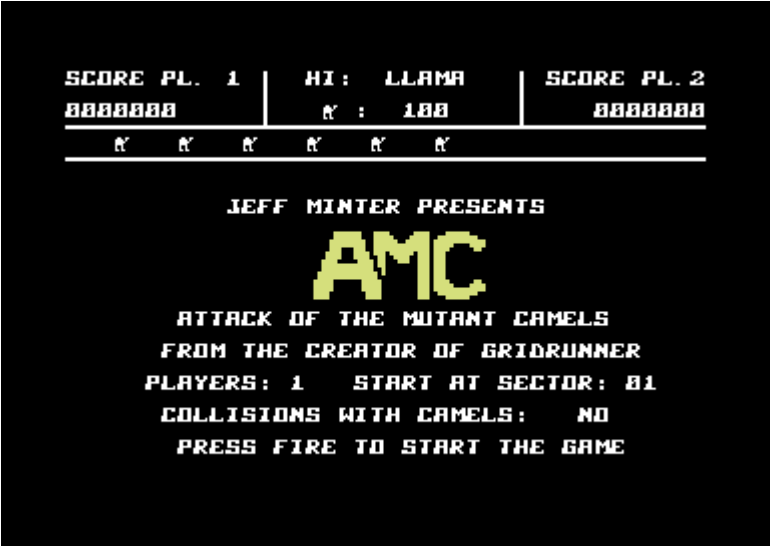
# Controls

| <div>Player 1</div> <div>Player 2</div>                                                                                                                                                                                                                                                                                                         |                           |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------|
| Joystick                                                                                                                                                                                                                                                                                                                                        | Action                    |
| UP                                                                                                                                                                                                                                                                                                                                              | Up                        |
| DOWN                                                                                                                                                                                                                                                                                                                                            | Down                      |
| LEFT                                                                                                                                                                                                                                                                                                                                            | Left                      |
| RIGHT                                                                                                                                                                                                                                                                                                                                           | Right                     |
|                                                                                                                                                                               | Fire                      |
|                                                                                                                                                                               | Fire                      |
|                                                                                                                                                                             | Fire                      |
|                                                                                                                                                                           | Fire                      |
|     | Two Players, One Joystick |
|     | Skill Level (1-31)        |
|     | Collision option          |

# Attack of the Mutant Camels

Planet earth needs you. Hostile aliens have mutated camels into 90 foot high, neutronium shielded, laser-spitting death camels! Can you fly your tiny fighter over the landscape to weaken and destroy the camels before they invade the human stronghold?

## Scenario



A hyperfast blast for COMMODORE 64

## PREPARING TO PLAY

Pressing the Function keys changes the option as follows:

### Key Function

- F1 Selects 1 or 2 player game (or press button A on THEC64 Joystick)
- F3 Selects skill level, 1-31 (or press button B on THEC64 Joystick)
- F5 Selects collision option (or press button C on the THEC64 Joystick)

**NB: With collisions set to 'YES' flying into a camel results in your immediate de-resolution!**

**SKILL LEVELS:** There are 31. Any or all of the following parameters may change:

- Speed of camels walking
- Accuracy of camels firing
- Proportion of normal/nasty bombs
- Speed of camels firing
- Speed of rockets at Hyperwarp.

**PLAYER OPTION**

Both share the joystick for alternate turns. Sufficient time is given between turns to pass the joystick between players.

**THE IDEA BEHIND THE GAME**

The evil alien nasties have invaded the earth - but not in person! They have abducted some camels from earth and used devious genetic engineering to mutate the normally harmless beasts into 90 foot high, laser spitting, neutronium shielded death camels! Your mission is to pilot your tiny spaceship in combat against these mutants. Your craft is very manoeuvrable and is fitted with a long range scanner, shields, Antimat cannon and trans-spatial warp fields.



**CONTROLLING THE SPACESHIP**

Pushing the joystick **UP** or **DOWN** moves your ship up and down. Pushing the stick in the direction you are facing causes acceleration. Pushing it in the opposite direction causes a reversal of direction. Pressing the red **FIRE** button fires the antimat cannon. Rapid fire is achieved by holding down the button.

**YOUR OPPOSITION**

The camels are shielded by neutronium, the hardest substance known to science. You can only destroy the camels by weakening their neutronium shields to such an extent that they become destabilised. You do this with repeated hits with the Antimatter projectiles fired by your Antimat cannon. You will see the neutronium change colour as it weakens, until it eventually flares into iridescence at the instant of destabilisation.



**CAMELS WEAPONRY**

Camels spit 2 types of laser bolt. Standard bolts home in on your ship, and you can withstand 4 hits before your shields collapse and you blow up. Nasty bolts home in more accurately and make a very distinctive noise. These bolts penetrate your shields straight away and blast you to atoms.

**LIMITATIONS OF YOUR CANNON**

Range is critical. If you are too far away your shots may glance off the shielding. If you get too close, your shots may be deflected round. Note, however, that the closer you get the faster is your rate of fire.





# *Anarchy*

COMMODORE 64/128



# BACK

H E M S D N



# Controls

| Joystick | Action |
|----------|--------|
| UP       | Up     |
| DOWN     | Down   |
| LEFT     | Left   |
| RIGHT    | Right  |
| ○ ●      | Fire   |
| ● ○      | Fire   |
| ↗ ↘      | Fire   |
| ↖ ↙      | Fire   |

# Anarchy

You have two minutes in each building to drive your tank and destroy all weapons containers, avoiding the guard droids. When all containers are destroyed, you can drive deeper into the rebels’ ammunition dump. Every fifth building contains captured nuclear weapons, guarded by a special security droid. Good luck on your mission.

# Scenario

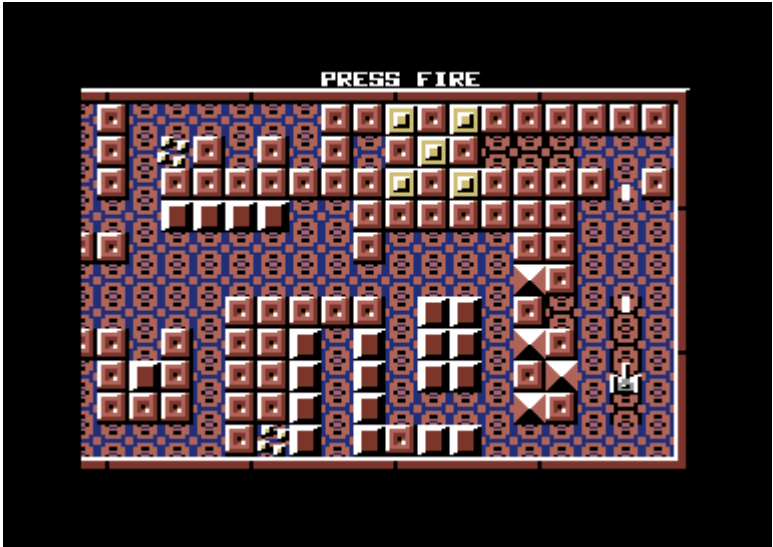
*Anarchy has broken out on the planet Sentinel 4, rebels have taken over and the world is in chaos.*

*You have been chosen for a mission. A mission that if successful will bring down the rebels and restore Sentinel 4 to its old peaceful ways.*

*You must break into the security complex where the rebel's weapons and explosives are stored and destroy the entire supply. Peace is in your hands!*

*Good luck on your mission as the whole of Sentinel 4 is depending on you.*

# Playing the Game



# AIM

Anarchy has broken out on the planet Sentinel 4 and rebels have taken over. You have been chosen for a mission: break into the rebels’ ammunition depot and destroy the entire supply, thus dealing a crushing blow to the rebellion. You have been given an ACE Mk.2 Interceptor tank with which to carry out your mission.

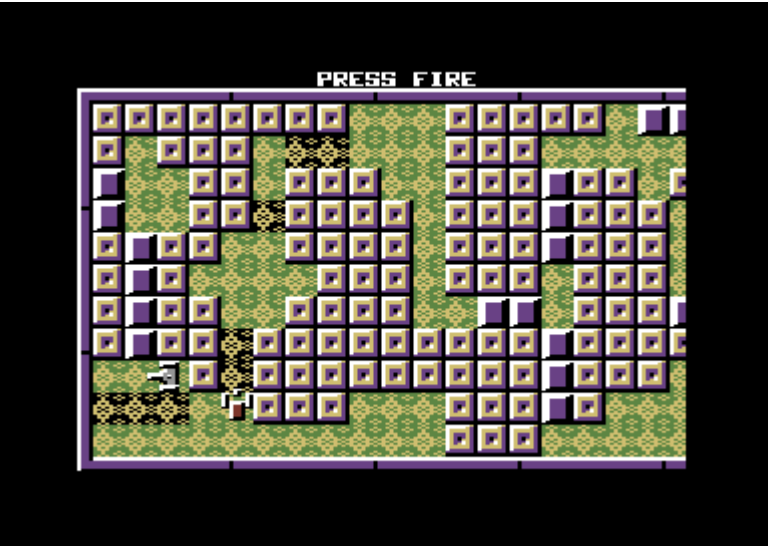
# GAMEPLAY

In the complex, drive your A.C.E. Mk2 Interceptor unit to destroy all the weapons containers but at the same time, you must avoid the security guard droids as they are deadly to the touch.

When all of the containers have been destroyed the building’s security system will open allowing you to escape deeper into the complex.

There is a time limit of about two minutes to complete the mission in each building, otherwise the security system will detect your presence and drain all oxygen from the building killing intruders.

Every fifth building within the complex contains the rebels’ captured nuclear weapons. These buildings are guarded by a special droid which detects the presence of an intruder, following his exact course until it catches and destroys the intruder.



## Credits

|                                |
|--------------------------------|
| PROGRAMMER: Michael Sentinella |
| MUSICIAN: Nigel Grieve         |

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# ALLEY KAT










COMMODORE

# HEWSON



# Controls

| <div>Player 1</div> <div><a href="#">Player 2</a></div>                             |                            |
|-------------------------------------------------------------------------------------|----------------------------|
| Joystick                                                                            | Action                     |
| UP                                                                                  | Up                         |
| DOWN                                                                                | Down                       |
| LEFT                                                                                | Left                       |
| RIGHT                                                                               | Right                      |
|    | Fire                       |
|    | Fire                       |
|   | One Player, One Joystick   |
|  | Fire                       |
|  | Two Players, One Joystick  |
|  | Two Players, Two Joysticks |
|  | Toggle Strobes on/off      |

# Alleykat

It's the alleykat racing season. Can you become the champion? Compete in eight orbiting space stadia. Choose from demolition derbies, time trials, endurance epics and other battles. Spin your multi-mode alleykat speeder past the cavorting katerkiller. Gyrate round the gripping gravo-craft. Can you join the best speeder pilots in the alleykat finale?

## Scenario

*"It is the Alleykat Racing Season! Can you become the Alleykat champion?"*

*Compete in eight orbiting Space Stadia scattered around the Galaxy. Choose between demolition derbies, time trials, endurance epics and other riveting battles. Spin your multi-mode Alleykat speeder over fearsome landscapes. Career past the cavorting Katerkiller. Gyrate round the gripping Gravo-craft. Can you join the best Speeder pilots in the Alleykat finale."*

## Game Options



Before you press either FIRE button to start the game, you can change options by selecting the desired function keys:

**Key Function**

- F1 One Player, One Joystick
- F2 Two Player, Sharing One Joystick
- F3 Two Players, Two Joysticks
- F4 Toggle Strobes on/off
- F5 Increase Music Volume
- F6 Decrease Music Volume
- F7 Colour Mode
- F8 Monochrome Mode

**On THEC64, either use a connected USB keyboard or press the MENU button on your joystick and use the virtual keyboard option to press the above function keys.**

Upon any option selection, the option display is shown for a short time. This displays a symbol for each player selected, a symbol for each joystick, a strobe-square: flashing for strobes on, a music volume bar, and either three circles for colour or a half-filled circle for black and white.

Make sure you exit from THEC64 Virtual Keyboard before continuing.

# Playing the Game

Press FIRE to open the racing season. You will be presented with a list of races, separated into months. Scroll the list up or down using the joystick **UP/DOWN**. You may only select races you can afford to enter. Your current account is shown at the top of the screen in Guineas. You begin with no money, but the first five races are free to enter.

When you’ve scrolled the required race to the select-race line, press **FIRE** to begin. The Alleykat Speeder, supplied by the race organisers is dropped into position and launched. The tortuous landscape, the computer-controlled Gravo-craft and the dreaded Katerkiller stand between you and the finish line.



When the race is over you are awarded points for Gravo-craft kills, and any bonus points earned for the particular race type. If you complete the race successfully you receive an extra bonus and the prize money. You may then select your next race. The season will continue until you race in the Alleykat Finale or you cannot afford to enter any more races.

## The Alleykat Speeder

Your vehicle is supplied by the racing organisation to ensure that all pilots race with identical craft. The Speeder is steered using joystick left-right. Climb by pulling the stick back, dive by pushing it forwards. The craft’s speed may be adjusted by holding down the fire button and pushing the stick forward to accelerate or back to slow down. Slowing down beyond minimum speed will cause the craft to loop-the-loop. This may be done to temporarily increase your height above other vehicles. The nose-mounted gun may be fired by pressing FIRE.

In addition, the craft has two flight modes, speed and combat. In speed mode the craft is fast and highly manoeuvrable. Hold fire down and move the joystick left or right to change modes. On entering combat mode two extra wing mounted guns unfold and are fired every time the fire button is released. In combat mode the craft is less manoeuvrable and slower. Looping also takes longer as the guns are repacked before the craft can loop.

## The Races

Every race of the season will be different. Since at least two races are staged every month and only one race may be selected per month it is necessary to study the race information carefully to choose the best race.

Race information is viewed by moving the joystick LEFT or RIGHT on the race selection screen. The following information is available:



| Type    | Description                                                                                   |
|---------|-----------------------------------------------------------------------------------------------|
| Stadium | One of the eight orbiting Space Wheels                                                        |
| Fee     | The cost of entering the race in Guineas                                                      |
| Type    | Special bonus type of race, see ‘Special Bonus’                                               |
| Scape   | The type of terrain used                                                                      |
| Density | The degree of packing of the landscape. The terrain may be fairly clear, or full of obstacles |
| Laps    | The number of laps to complete to win the prize money                                         |
| Prize   | The prize money for successful completion                                                     |

## Special Bonus

The race type shows the activity that will give bonus points at the end of the race, awarded whether or not the race is complete. Race types are as follows:

| Race        | Bonus                                     |
|-------------|-------------------------------------------|
| Time-trial  | Bonus increased for high speed racing     |
| Speed-trial | Bonus reduced for low speed racing        |
| Demolition  | Bonus increased for landscape destruction |
| Dodg’em     | Bonus reduced for landscape destruction   |
| Endurance   | Bonus awarded for time spent on track     |
| Survival    | Extra bonus awarded for Gravo-craft kills |
| Random      | Mystery bonus awarded                     |
| Slalom      | Bonus awarded for flying under landscape  |

## Race Competition

When the race is over, points are awarded for Gravo-craft kills on the following basis:

| Craft          | Points       |
|----------------|--------------|
| Oribter        | 500 points   |
| One-track      | 300 points   |
| Diamond-flyer  | 400 points   |
| Barrow-paddler | 200 points   |
| Duo-paddler    | 250 points   |
| Fourk          | 100 points   |
| Fin-puller     | 100 points   |
| Nuts           | 250 points   |
| Katerkiller    | 2.500 points |

Multiple shots are required to destroy these craft, although they may be damaged by collisions with the landscape. The Katerkiller loses one segment per hit.

The special bonus points are then awarded. If the race was completed successfully then the Race Completion Bonus is awarded, followed by the prize.

## Landscaping

Eight different types of landscape are used to build the tracks around the inner surface of the space-wheels. These range from the fragile ‘Shatter-rock’ to the tough ‘Hardwall’. Their susceptibility to fire is variable so a single shot may well not destroy a segment of the tougher landscapes.

Landscape may be flown over, under or through. If shots pass through the landscape the Speeder can follow, but beware that the wing guns in combat mode make the Speeder a lot wider.

## Speeder Energy

The Speeder can absorb a number of shots or collisions with the landscape. On low energy the Speeder will flash. Collisions with Gravo-craft take an equivalent energy from the Speeder as that of the Gravo-craft involved, and collisions with the Katerkiller are always fatal. Energy is replenished by flying low over the ‘E’ symbols on the ground. Maximum energy is variable and depends upon performance in the previous race Special Bonus.

## Bonus Guineas

Some races have special bonus Guinea symbols, ‘G’. Fly low over these to pick up extra money.

# Two Player Co-operation

When two players are competing for the Alleykat trophy, they play as a team, with one combined money account. They must select the races together, and pay double the normal fee. Each player then races the track in turn, with each having a chance to win the prize money. If both complete the race then each wins the prize money.

# Technical Notes

Virtual Sprite System (VSS) Auto height/display priority flicker-free sprite manager 50 cycles per second full display update for ultra-smooth scrolling. (60 cycles per second on NTSC C128) Rainbow Text Display System for moving rainbows, colour fades and metal bar effects 32 race-tracks each over 20 screens long Hardware and software sprites Three-voice music and sound effects

# Credits

|                                                                        |
|------------------------------------------------------------------------|
| PROGRAMMER: Andrew Braybrook                                           |
| MUSICIAN: Steve Turner                                                 |
| THANKS: Many thanks to Paul Hughes for technical advice on the loader. |
| Game design advice from fellow test-pilots:                            |
| Robert Orchard                                                         |
| Andy Marsden                                                           |
| Richard Harvey                                                         |

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